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Every Thursday

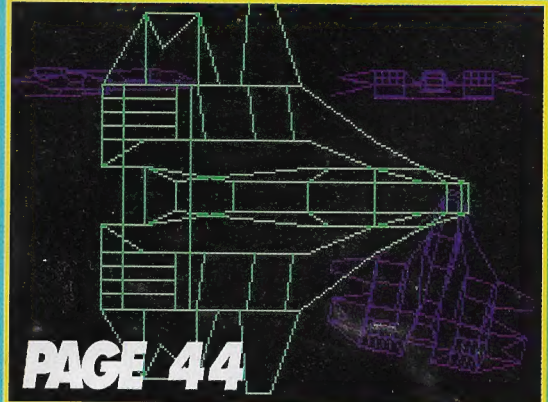
THE WEEKLY MAG FOR REAL GAMES ENTHUSIASTS

GAMES-X

6th - 12th
Feb 1992
Issue 41

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

EXCLUSIVE:



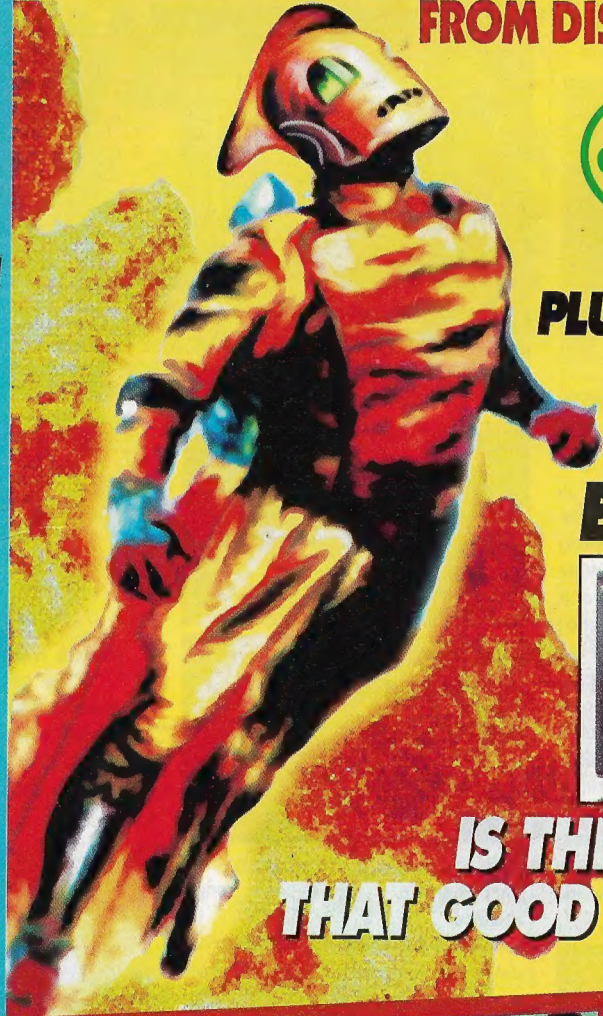
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AIR SUPPORT REVIEWED...

- ★ REVENGE OF THE MUTANT CAMELS
- ★ PARAGLIDING
- ★ FI CIRCUS - MEGA DRIVE
- ★ STARBYTE SOCCER
- ★ BIG RUN
- ★ TWILIGHT 2000
- ★ FI GRAND PRIX - MEGA DRIVE
- ★ CRIME CITY
- ★ PRINCE OF PERSIA
- ★ SUPER OFF-ROAD - SUPER NES
- ★ PLUS MANY MORE...

EXCLUSIVE: ROCKETEER

FROM DISNEY PAGE 12



**WIN A
MEGA DRIVE
PLUS SONIC THE
HEDGEHOG**

EXPLORED



**IS THE NEO GEO
THAT GOOD? PAGE 26**

**MORE GAME
NEWS FROM THE
LAS VEGAS SHOW**



**PUBLIC DOMAIN
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**EXPLORED:
LEANDER PAGE 34**

WHATEVER YOUR MACHINE, WE DELIVER THE NEWS



THE LAS VEGAS SHOW

PART 3

More computer and console news from the American Electronic Show



DOMINATOR

If you've punched the living daylight's out of your console hand control, it might be high time for a new one.

The Dominator 500 is a luxurious palm pleaser for the Sega systems, featuring a comfy ergonomic design, three position triggers and there's even a very rapid autofire facility.

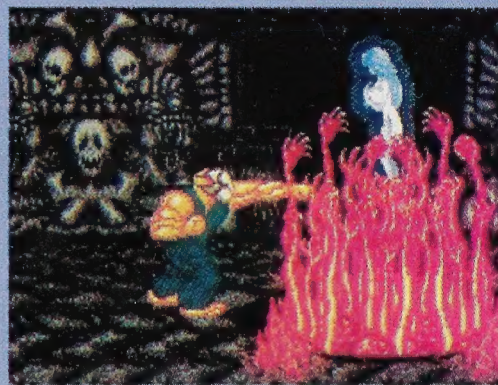
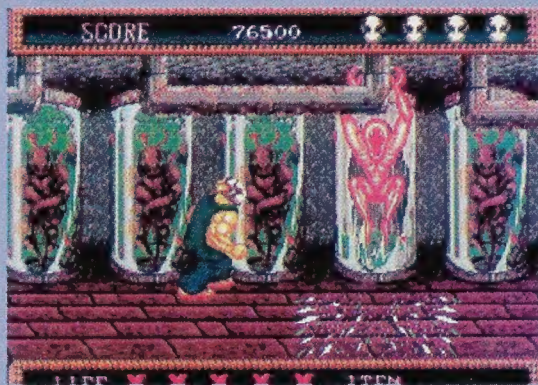
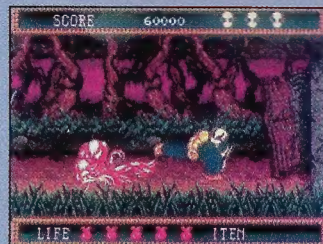
The eight-way directional controls are far more responsive than any console control interface I've used and so at around 20 notes, it's an affordable luxury. Available soon in the UK.



SPLATTERHOUSE

If you thought the Texas Chainsaw Massacre was a mite tasteless then check out *Splatterhouse 2* - it's really horrid! Produced for Genesis, you put on the terror mask and wade through a constant flow of zombies and ghouls.

Armed with various weaponry your only chance of survival is to decapitate or disgorge the hideous fiends swiftly and unmercifully, or you face the prospect of suffering an even more hideous fate yourself. *Splatterhouse 2* comes from veteran arcade purveyors, Namco.

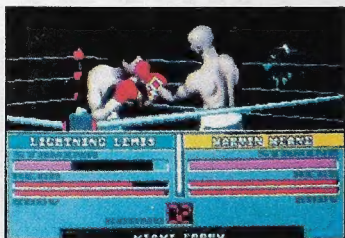


ABC'S BOXING

The biggest US TV company ABC, is endorsing what's predicted to be the most realistic and explosive boxing simulation ever produced. *ABC's Wide World of Sports Action* is a heck of a mouthful but the game, to be published by Data East in autumn '92, is an absolute stunner.

It combines coaching and managing aspects, as well as fight action. You build up your boxer, watch the constantly changing statistics of the world circuit and move into a title-grabbing position.

Once in the ring, the swift-moving digitized graphics produce realistic action. Available on Amiga and PC in the autumn.



PGA TOUR

PGA Tour is being produced on the Super NES, featuring all the aspects which has made the game such a hit on 16-bit. This includes competition on all



levels, realistic presentation and comprehensive, easy-to-use control interface.

Before you address the ball, you can check the wind direction, and even see an overhead picture of the shot.

Electronic Arts' innovative design team has produced something it calls Ball Cam which gives you a worm's eye view of the shot.

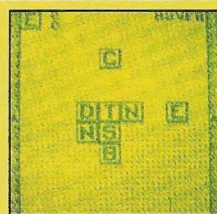
The use of Mode 7, the new graphical breakthrough, enables scaling and rotation which produces a realistic atmosphere. Additionally there's fly-by aerial views, a zoom window for close-ups, instant replay and multiple camera angles.

EA is set to publish *PGA Tour* on the NES in March '92.

WORDTRIS

Wordtris is an alphabet sequel to that tessellating teaser, *Tetris*. Here there's a variety of letter blocks falling down screen, as opposed to shapes, and you've got to produce words from a constant rain of vowels and consonants.

The challenge builds as you progress because the blocks fall faster and faster. Game Boy fans should make enquiries about *Wordtris* at their local software shops now. The game is also to be released on the Super NES later in the year.



BART'S NIGHTMARE

After the predictable success of the original game *licence*, prepare yourself for a series of *Bart Simpson* games on various machines.

Bart's Nightmare, to be released on Super NES at Easter, is a collection of terrible subconscious predicaments starring the spiky-haired star. You'll be fighting off hideous sea creatures and rescuing curvaceous babes. The rest of the Simpson clan turn up as characters in the dreams which are a result of your fertile imagination.

The graphics portray the cartoon much more accurately and there's far more variety than the usual horizontal platform romps which licence characters usually find themselves in. *Bart's Nightmare* will be available on Super NES this summer.



GAME BEAM

If you find yourself squinting at your Game Boy screen after a long and weary battle, then the Game Beam is certainly a sight for sore eyes.

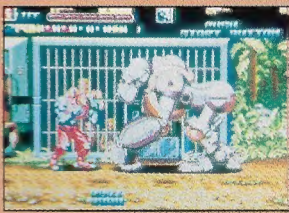
It's the latest and most effective light and magnifier which plugs right into the existing battery system, without the hassle of bulky battery packs.

With 1.5-times magnification the Game Beam fits right on top of the existing Game Boy screen. The gadget is published by Naki and it's certainly an illuminating experience. (Arghh, Jason!)

FATAL FURY MEETS ROBO ARMY



Fatal Fury features screen-sized bruisers fighting it out in various venues, with a bunch of the ugliest looking hulks as opposition. A variety of fighting styles is included from street brawls to karate. Out on the NES in April.



Robo Army has you fighting against an unstoppable army of droids, who have taken hostages. The graphics are really spectacular, with some excellent robot designs and animation. Robo Army will be released on NES in March.

NBA PLAY-OFFS

EA is producing a basketball game featuring the top NBA teams, the Bulls and the Lakers.

Based on the game which was released last year on the Genesis, **NBA Play-Offs** recreates the battles of the '91 season. It has been much enhanced with over 30 new play and control features. The offence/defence controls and track game statistics for any league game have also been improved.

Release on Sega and NES is expected in spring '92.



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The winner of the Pacmania Challenge will be decided at Castle Computers in Lancaster. Will it be you?

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A Sega Mega Drive PLUS a copy of Sonic the Hedgehog could be yours in this great Psygnosis comp.



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Game of the Week



Rocketeer 12

A man on a mission, complete with jetpack! Your chance to save the world from the Nazis.

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PC COMPATIBLE

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TOWN WITH NO NAME

Way out West there are places you shouldn't go, people you shouldn't mess with, and meals that make you ventilate your britches.

So when the Man with No Horse rode into town and shot Evil Eb's little brother it could only mean one thing - Mr Diablo's Undertaking Emporium was going to be busy.

On-Line's *Town With No Name* takes the CDTV experience another step forward with this vast interactive cartoon. You play the leading role as the story unfolds around you.

The action comes thick and fast and it will take a nimble trigger finger to survive the dead-eye shooting of the Hole in the Head Gang.

Due for release any day now, On-Line's *Town With No Name* is only available on the CDTV and will cost you £29.95. Now where did I leave my horse?



JIM POWER

Jim likes to work out, he likes to show off a bit of muscle even more. Who would have thought that when news broke about the abduction of the President's daughter, our Jim would be called in to go and save her?

Pulling on his magical boots, *Jim Power* is dispatched on a mission to rescue the girl. The destination is none other than Mutant Planet, home of some of the foulest creatures in the universe.

Loriciel's *Jim Power* features five different levels; two shoot'em-ups and three beat'em-ups. Jim has a multitude of different weapon systems to aid him, and he'll need them, Mutant Planet is swarming with all manner of critters out to get anyone and anything.

Available from Loriciel in March, *Jim Power* will be released on the Amiga and ST, priced £24.99.

OMAR SHARIF

Interplay has scored a real first with this endorsement. While other software houses are calling upon the likes of pop and sports stars to put their name to computer games, Interplay has gone straight for the jugular by employing the talents of Omar Sharif.

It seems Omar could have signed his name to a number of different game styles. This vast list includes crooning, Backgammon and the like. The end result however, is a complex Bridge tutor.

Available very soon, Interplay's *Omar Sharif on Bridge* will be released on the PC first.

JIM'LL FIX IT

Well, actually Jim won't fix it. However, if you've got a deceased Amiga then call up the **National Repair Centre**. Fully approved by Commodore, the NRC offers an on-site repair service.

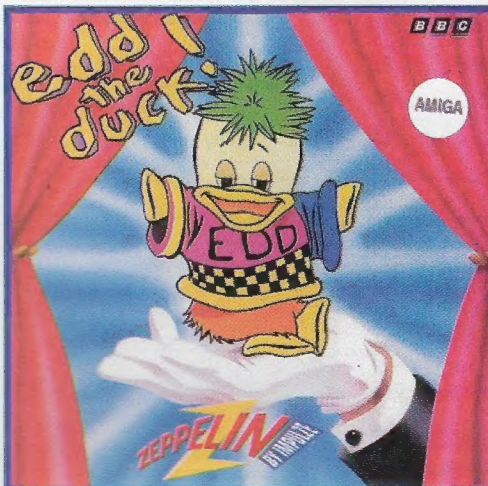
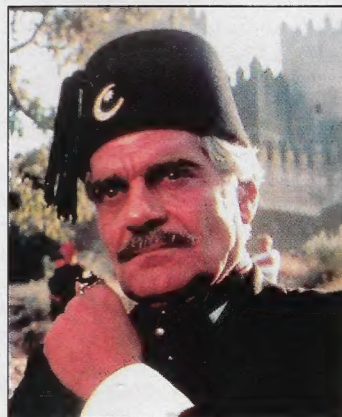
This means if your machine fails to work, a trained technician will call at your door to repair or replace it within 24 hours! Sounds great, if you want more details then call either Michelle or Julie on 0733 391234.



OLYMPIC GOLD

US Gold has won the worldwide rights to create a game based on the 1992 Olympic games in Barcelona. The game has been designed to be realistic but also fun to play.

Olympic Gold can be played by up to four players at any one time, the computer can take control of any number



Yo! doods!! A great new release from Zeppelin Games!!

This is me, edd the duck, starring in my very own, first ever, computer game about me and my showbiz life at the B.B.C. Being a full time mega-star is no easy task! Come with me to famous departments in Television Centre and help collect stars that'll take us to the top! I'll save you from the evil "arglefrogs" with my special snowball shooter - one blast and they freeze!!

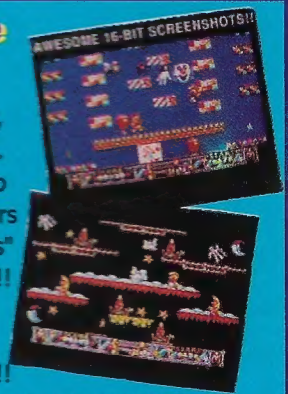
It's dead awesome! It's great! and I'm in it!! ha! ha!

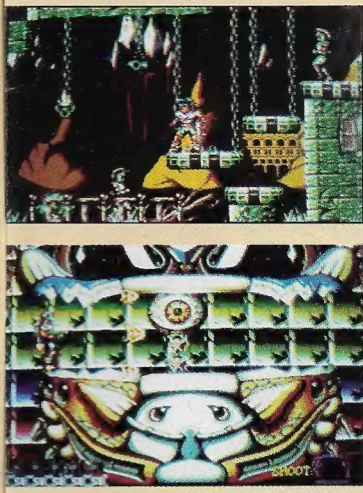
love edd the duck xxx

PS. the evil arglefrogs are nearly as ugly as Wilson the butler!!

AVAILABLE AMIGA/PLUS, ATARI ST, SPECTRUM, AMSTRAD AND COMMODORE 64

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of participants. In all there are seven events, these being; 100 metre sprint, freestyle swimming, hurdles, hammer throwing, archery, pole vaulting and springboard diving.

Olympic Gold is still being completed but the programmers plan to have the game finished in time for June and the opening of the games.



P-80 SHOOTING STAR

Wow, did you see that? No, of course you didn't, there's no screenshot. P-80 Shooting Star, the second Secret Weapons of the Luftwaffe data disk, lets you take the yoke of America's first jet fighter.

Available for the PC, P-80 Shooting Star will be released soon by US Gold.

SPECTRAVIDEO'S LOGIC 3

Spectravideo is set to release another set of sticks in its Logic 3 range. The *Alpha Ray*, *Sigma Ray* and *Gamma Ray* are all desktop sticks which shape up well against the competition.

All of the joysticks contain microswitches and come sporting the Logic 3 colours; blue and red. The most basic of the three will cost £11.99, and the Rolls Royce of joysticks, the *Gamma Ray*, weighs in at £22.99 - that includes a handy timer!

The new Logic 3 joysticks are available now, check them out at your local stockist.



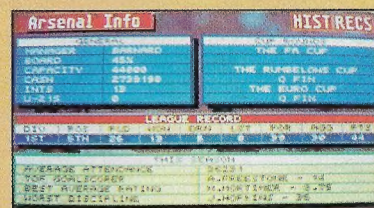
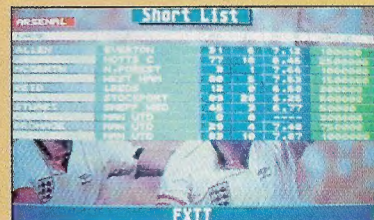
CHAMPIONSHIP MANAGER

Domark is making the bold claim that *Championship Manager* will be the most detailed and realistic football management simulation ever seen on a computer.

As the manager of your favourite club you'll be responsible for guiding your team through the Barclays' League Championship season, the FA Cup, League Cup, Domark Trophy and Challenge Cup tournaments.

To aid you there is data and statistics for the entire British League and non-League clubs. If you manage to make it to the upper ranks of the English League then you can pack your bags and head off to Europe.

Championship Manager is a soccer fan's dream. Available from Domark in March, *Championship Manager* will be released on the Amiga, ST and PC.



SHADOWLANDS

Domark is the latest software house to join the ranks of publishers offering you the chance to visit weird and wonderful lands. *Shadowlands* has been developed by Teque and features the revolutionary Photoscape system.

The storyline follows a legend whereby after drowning you find your spirit quite alive. Looking for vengeance for your untimely demise you must search for your killers, while attempting to reunite your body and spirit.

Available from Domark in March, *Shadowlands* will be released on the PC, ST and Amiga.



ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
3D Construction Kit	Domark	Archie	£49.99	7/2/92
A1 Tank Platoon	Microprose	CD Rom	£39.99	14/2/92
AMOS 2	Microdeal	Amiga	£9.95	7/2/92
Anarchy	Sizzlers	Amiga, ST	£9.95	7/2/92
Basket Brawl	Lynx	Lynx	£29.99	14/2/92
Big Deal	Capstone	PC	£34.99	7/2/92
Catalyst	Linel	C64 (disk) C64 (cass)	£15.99 £10.99	11/2/92 11/2/92
CD Rom Packs 1, 2, 3	Domark	CD Rom	£39.99	12/2/92
Fire Force	Electronic Zoo	Amiga	£25.99	14/2/92
Golf Challenge	Lynx	Lynx	£29.99	12/2/92
Grid Runner	Lynx	Lynx	£24.99	12/2/92
Gunship/Midwinter	Microprose	CD Rom	£39.99	10/2/92
Hockey	Lynx	Lynx	£39.99	10/2/92
Last Ninja 3	HitSquad	8-bit	£3.99	14/2/92
NFL Football	Lynx	Lynx	£29.99	10/2/92
OutRun Europa	US Gold	8-bit	£11.99	12/2/92
Paperboy	Encore	PC, Amiga, ST	£34.99	14/2/92
Powermonger Data Disks	Electronic Arts	ST	£15.99	11/2/92
Railroad Tycoon	Microprose	CD Rom	£39.99	14/2/92
Rainbow Islands	HitSquad	Amiga, ST	£3.99	14/2/92
Rick Savage Pool Soccer	Microprose	CD Rom	£39.99	11/2/92
Rolling Ronny	Virgin	PC	£29.99	11/2/92
The Jetsons	Hi-Tech	PC	£12.99	10/2/92
		C64 (disk)	£6.99	10/2/92
Ultima IV	Mindscape	Amiga	£30.99	11/2/92

C-ORK-ING GREAT COMPO

Any game that we give **XXXXX** to has to be a real winner. It's also no coincidence that most of the games released by one of the UK's premier software houses regularly score top marks.

The next game up for release by Psygnosis is titled Ork. A rip-roaring shoot'em-up featuring elements of arcade-adventure. As a mere trainee your task is to pass the exams required to transform yourself into star cruiser captain. You've practised carefully so you Ork to do well.

Thanks to the generosity of Psygnosis, we've got a mega competition for you to enter. All you have to do is come up with an amusing sentence using the word 'Ork'. For instance, if you think "Don't gawp at that game, G-Ork at this one!" will tickle our ribs then scribble that down.

If, however, you think "Smoother than St-Ork margarine" is nearer the mark then send us that. Whatever you invent make sure it's funny.

PSYGNOSIS

**YOUR
CHANCE TO
WIN YOUR
VERY OWN
MEGA DRIVE**



MEGA DRIVE

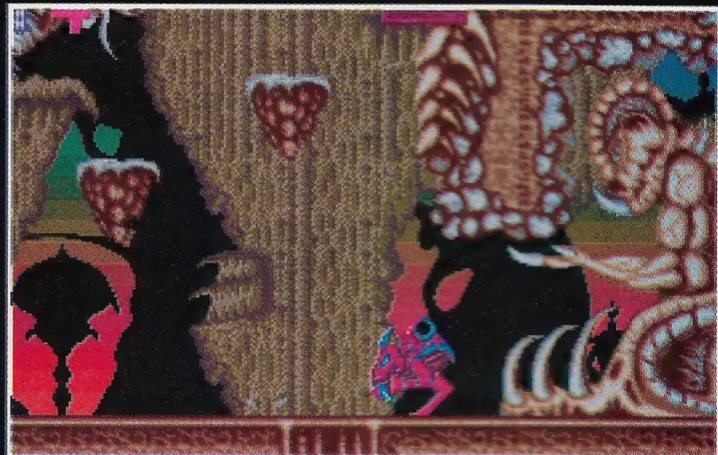
So what could you win yourself? Well, after much deliberation with those awfully nice people at Psygnosis, we decided that many of you might like your very own Sega Mega Drive.

Yep, we're offering you the chance to own the world's most popular 16-bit console and a copy of the best-selling Sonic the Hedgehog!

Send your entries to: I Ork to win that, Games-X, Europa House, Adlington Park, Macclesfield Cheshire SK10 4NP. All entries must reach us by 27th February, 1992.



Here it is - the 16-bit console that's taking the world by storm. Can you win one?



I ORK TO WIN THAT

Name Answer.....

Address

.....

.....

Post Code.....

RULES

No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. Photocopied competition entries will be accepted.

Machine type

I also own a

STORM



SALES CURVE

"HIT THE ROAD!!" "WHAT ROAD?"

Pinned to your seat, engine howling, wheels spitting gravel and the marathon begins - you're about to encounter the six toughest stages of the gruelling Paris to Dakar rally.

Your supercharged car may be built to be driven through hell and back, but to qualify for each stage you'll need every ounce of the driving skills you possess. No Sunday drivers or lunch breaks please - this one's strictly for the pro-rallying crew.

**B
T
G
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N**



Screen shots from Amiga version.

"Big Run will undoubtedly test the skills, reflexes and intelligence of even the most adept racing fanatic". Games X

"If this is the kind of stuff we can expect from the Storm label, let's hope it pours down".
ST Action

Available: January 1992
Amiga £25.99 • Atari ST £25.99

The Sales Curve Ltd,
50 Lombard Road,
London, SW11 3SU
Tel: (071) 585 3308.

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SOFTWARE CHARTS

Here's your exclusive chance to see where your favourite game stands in the Gallup charts.

1	◆	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	◆	DIZZY'S EXCELLENT ADVENTURES House: CODEMASTERS Team: VARIOUS
3	◆	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
4	◆	TERMINATOR 2 House: OCEAN Team: DEMENTIA
5	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
6	◆	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
7	▲	SOCCER STARS House: EMPIRE Team: VARIOUS
8	▲	BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUTS
9	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
10	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
11	▼	SUPER SPACE INVADERS House: DOMARK Team: THE KREMLIN
12	▼	CARTOON COLLECTION House: CODEMASTERS Team: VARIOUS
13	▲	NINJA COLLECTION House: OCEAN Team: VARIOUS
14	★	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
15	★	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
16	▼	ROBOCOP 3 House: OCEAN Team: DID
17	▼	MICROPROSE GOLF House: MICROPROSE Team: THE THOUGHT TRAIN
18	★	2 HOT 2 HANDLE House: OCEAN Team: VARIOUS
19	★	ANOTHER WORLD House: US GOLD Team: DELPHINE
20	★	HEIMDALL House: CORE DESIGN Team: 8TH DAY

1	▲	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	▼	BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUTS
3	▲	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
4	▲	ROBOCOP 3 House: OCEAN Team: DID
5	▲	ANOTHER WORLD House: US GOLD Team: DELPHINE
6	▲	HEIMDALL House: CORE DESIGN Team: 8TH DAY
7	★	FIRST SAMURAI House: IMAGEWORKS Team: VIVID IMAGE DESIGN
8	▼	POPULOUS 2 House: ELECTRONIC ARTS Team: BULLFROG
9	◆	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
10	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN

1	★	BUBBLE DIZZY House: CODEMASTERS Team: OLIVER TWINS
2	▼	ROBOCOP House: HIT SQUAD Team: PETER JOHNSON
3	▼	FIRST DIVISION MANAGER House: CODEMASTERS Team: CYRUS SOFTWARE
4	▼	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
5	▼	THE NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
6	★	GHOULS 'N' GHOSTS House: KIXX Team: SOFTWARE CREATIONS
7	▼	DOUBLE DRAGON 2 House: TRONIX Team: BINARY DESIGN
8	▲	ALTERED BEAST House: HIT SQUAD Team: ACTIVISION
9	★	CHASE HQ House: HIT SQUAD Team: TEQUE
10	▼	SCOOBY DOO AND SCRAPPY DOO House: HI TEC Team: IN HOUSE

1	◆	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	▲	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
3	◆	MICROPROSE GOLF House: MICROPROSE Team: THE THOUGHT TRAIN
4	▲	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
5	▼	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
6	★	KNIGHTMARE House: MINDSCAPE Team: TONY CROWTHER
7	★	REALMS House: VIRGIN Team: GRAFTGOLD
8	▼	MEGA LO MANIA House: IMAGEWORKS Team: SENSIBLE SOFTWARE
9	▼	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
10	★	EUROPEAN SUPERLEAGUE House: CDS Team: IN HOUSE

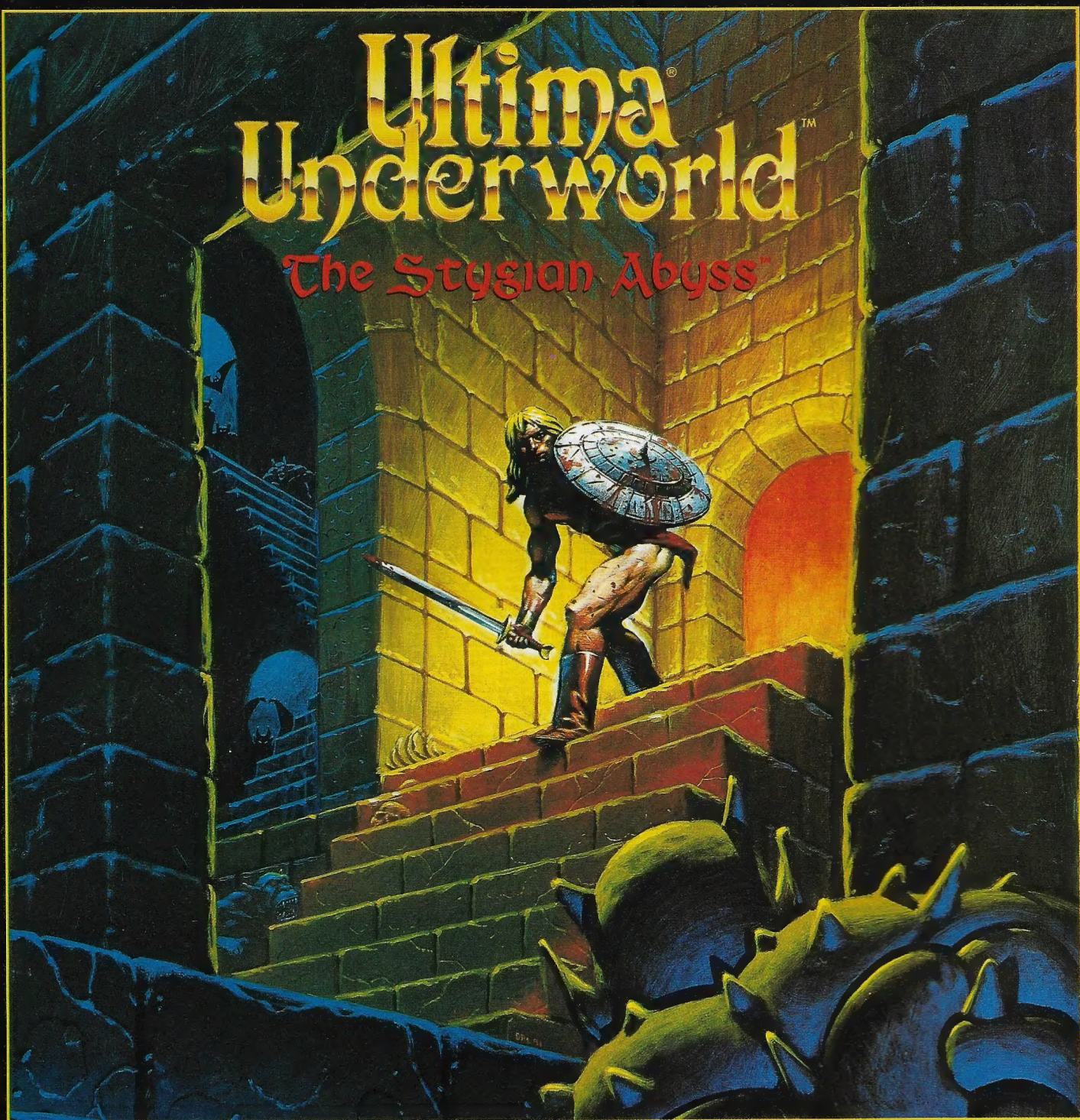
1	★	JETFIGHTER 2 House: US GOLD Team: BOB DINNEMAN
2	▼	EYE OF THE BEHOLDER 2 House: US GOLD Team: SSI
3	★	JAHANGIR KHAN SQUASH House: KRISALIS Team: IN HOUSE
4	▲	FUN SCHOOL 2 (6-8 YEARS) House: EUROPRESS SOFTWARE Team: IN HOUSE
5	★	TRIVIAL PURSUIT GENIUS House: DOMARK Team: LESIURE GENIUS
6	★	WING COMMANDER House: MINDSCAPE Team: ORIGIN
7	★	FUN SCHOOL 3 (UNDER 5) House: EUROPRESS SOFTWARE Team: IN HOUSE
8	▼	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
9	★	F-117A STEALTH FIGHTER 2.0 House: MICROPROSE Team: MPS LABS
10	★	WONDERLAND House: VIRGIN Team: MAGNETIC SCROLLS

★ New Entry ▲ Climber ◆ Non mover
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GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXX

The higher the rating the better the game

Pam has been playing with her new Game Boy furiously over the last couple of weeks. The game? Super MarioLand. The reason? She's got a one million pound bet on - well a lot anyway - that she can't complete it ...



The cold weather has been going to Feargus' head this week - literally. Every day he appears puffing and blowing, red in the face, sporting a rather nifty black woolly hat. He's also taken to eating two cream eggs every afternoon!

Sharon, in between subbing her favourite pages - consoles - has been receiving strange 'phone calls from another office's tall, dark and handsome(?) Romeo, who goes by the name of Floyd. Is this the start of something special...?



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

PC
IBM PC

£25.99 OUT FEBRUARY

Which formats are available, followed by a comparative evaluation, the price and the release date.



You are Cliff Secord, the ace pilot and star of Bigelow's Air Circus. Regarded by many as one of the world's greatest pilots you also take on the secret role of the high-flying Rocketeer!



THE ROCKETEER

A pleasant afternoon for a jolly good air show soon turns into a major operation of national importance for the valiant Rocketeer. The day begins well as Cliff Secord enters the National air race and gets in some high placings in a couple of good heats.

However, later, when he's in the hangar with his long-time buddy and mechanic Peevy, Nazis storm the building with the intention of relieving the Americans of their very latest technology - the one and only Cirrus X-3 rocket pack.

THE GAME OF THE FILM OF THE SERIES OF THE...

Despite considerable efforts on Cliff's part, the Nazi forces manage to kidnap both your girlfriend and Peevy, this obviously being their mardy response to Cliff snatching and donning the rocket powered flying machine.

Life now looks pretty grim. Cliff must rescue his pals, defeat his enemies and save the world...



The game is filled to overflowing with some wonderfully slow, cartoon-type sections. These screens pop up between each major level and they tell (approximately) the story of the Rocketeer's plight against the Germans

The older readers among you will doubtless remember the old 'cliff-hanger' series that graced first the silver screen (many, many years ago) and later the small screen.

Much in the vein of the 15 minute black and white Flash Gordon and Buck Rogers episodes, Rocketeer was a true Buster Crabbe-style hero.

In this, the game of the more



Flying through the air with the greatest of ease, the chase section of the game is a horizontally scrolling shoot'em-up type thing with all sorts of baddies, power-ups and evil machinery which have to be contended with



Inside the hangar, our hero is set upon by more nasty Nazis. Will he survive? Or will his bum catch fire?

FACT FILE

Software House: Infogrames/Disney
 Programmer: Kyle Freeman
 Graphic Artists: J Dugan, J Dixon

PC **IBM PC** Graphically this looks really hot doesn't it? The quality of the VGA screens is unsurpassed and if you've got a 386 based PC you get some ultra-smooth scrolling and animation thrown in as well! What more could you ask for?

With any bolt-on sound board the music and effects are superb, although this means lots of added moolah which could very well be beyond the financial reach of most people!

However, even with just the internal speaker it makes a fairly convincing attempt at some digitized speech and effects.

Despite the super-duper presentation though, I'm in two minds as to my opinion of the game itself. It really is very hard indeed and this is my main complaint.

The shoot'em-up sections are rather simplistic, despite a half-hearted attempt at adding some power-up pods and other bits, while the flying sections are just too difficult to be viable for someone who doesn't have the patience of a randy panda.

However, it is a very compelling game which is surprisingly addictive. It's certainly something which, in the short run at least, is really a rather compelling game.

Whether it was just being impressed by the graphics or something else I don't know, but I just keep going back to it!

£29.99 OUT NOW

Amiga The Amiga version is surprisingly close to the PC version and appears to play in a very similar fashion. Not at all bad but maybe a wee bit expensive for the average punter! It looks incredibly impressive though doesn't it?

£29.99 OUT NOW

Nintendo SUPER NES Super NES The Super Famicom/Super NES version is apparently the most impressive of all the formats available, but unfortunately, due to the fact that it is import only I have yet to see it. Apparently it's causing a real riot in the States though!

£50.00 OUT NOW-IMPORT ONLY

X-RATING: XXXX

Gameplay: 16/20
Lastability: 16/20
Presentation: 19/20

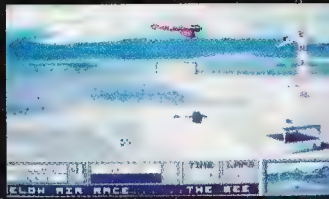
BATED
 GAME OF THE WEEK



Our intrepid hero flies the high technology fortress, the 'Locust', into battle against the evil Nazi hordes. Will he be able to save his beloved Jenny in time...



And here he is! Flying along in his magnificent flying machine!



The very first event in the game is the flying circus. Prove your flying prowess

ROCKETEER

recent Disney film, you must act out the scenario outlined above, by first winning the air race, then fighting off the Nazi marauders, then flying off on your rocket pack and shooting people, before jumping into an experimental flying fortress and shooting more people!

After this you must find the Nazi flying base and proceed to punch out the lights of all the German soldiers and finally rescue your comrades.

In terms of presentation the game appears to be a number of very obvious separate sections.

The air race, as you would expect, is just like a side-on view of a racing game as you control your plane whizzing around a circular course.

Next you have a sort of Operation Wolf-style shoot'em-up in the Bigelow hangar, followed by assorted horizontally scrolling shoot/beat'em-ups.

Control of all the sections is very simple indeed, but as would seem to be the trend with the latest Disney

titles it's a difficult game to master! The initial flying race took a good hour or so to get to grips with and the following levels were just as hard!

Fortunately, there is a password system that allows you to skip to the separate 'episodes'.

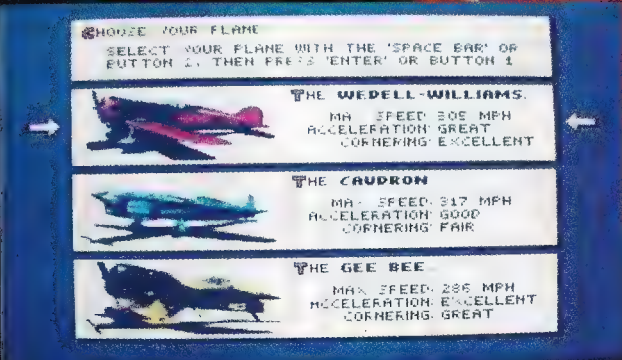
As you would expect from a Disney game, the graphics are outstanding and the comic book-style

presentation gives the whole product a definite air of quality.

With the added special Disney Sound Source unit, the game incorporates digitized sound and music that adds greatly to the overall atmosphere.

On the whole it would appear to be a rather snazzy film license which could be worth checking out!

Looking like a cross between Superman and a rather ornate art deco period light fitting, the Rocketeer zooms in to save the day.



In the first event you fly one of three different aircraft: The manoeuvrable Gee Bee, the super fast Caudron or the all-rounder, the Wendell Williams.

FACT FILE

Software Houses: Loricel
Development Teams: Altroid Concept

I know it's 1992 and all that, but try as I might to think of something pleasant to say for the sake of cross channel détente, I can't come up with anything. Garbage is the nicest term which springs to mind.

Graphics are pitiful, uninspired and 8-bit-ish in the extreme, and although the cartoon end pictures are decent the scrolling is in stops 'n' starts.

Music isn't too hot either, with complimentary poor sound effects. The gameplay is, to be subtle, diabolical. Also, it's slow, boring, naff and irritating - as you can see, I really enjoyed it.

I can't possibly recommend this game to anyone, not even paragliders who'll probably scoff at the sheer crapness and unreality of it all.

Save your money or get some PD games to see how better some of them are compared to this. The mind boggles as to why such pap has been released.

£25.99 OUT NOW



Similar to the ST, but that doesn't mean much. A nightmare of a game which, if you fall for it, you'll regret not having saved your pennies for something better. You could have more fun with an empty box of matches. Avoid.

£25.99 OUT NOW



Not bad, but still not worth the pennies. Loricel's Tennis Cup II is a better game which has the missing ingredient in Paragliding - fun.

£25.99 OUT NOW

X-RATING: X

Gameplay: 3/20
Lastability: 5/20
Presentation: 4/20



One of the 'explosive' training scenarios. Simply take off and land without self-destructing



You've got to hand it to those Gallic guys from Loricel for their sheer gall in releasing a game on paragliding. If you like living on the edge, risking life and limb for a gust of wind - then don't read on.

PARAGLIDING SIMULATION

Our friends from over the Channel have always come up with novel ideas, and a game on the subject of paragliding is certainly one of them! It arrives with the claim of being a 'trip to the extreme' where you can, 'discover the joys and thrills of paragliding.' I always tend to be a bit suspicious about superlative statements such as these.

Maybe I'm just in the minority and can't actually see what possible thrill there could be in trying something which can't possibly be like the real thing.

You can't expect a simulation to truly imitate the wind in your hair, and the angst-ridden danger.

Frankly, it doesn't. It can't. And any attempt to make the game

In them that hills against a wondrous green sky, the trick is to lean over and grab the little flags



thrilling falls flat on its face. Nevertheless, Paragliding Simulator does try to include an amount of diversity in that it offers a practice mode where you can perfect your crashes while attempting to land. There is also a strolling mode,

the aim being to advance as far as possible into the game, avoiding obstacles in your way. Whoopee!

After mastering these two levels you move on to the really exciting stuff, such as the competition and championship modes.

The first one expects you to collect items, land at predestined places, and so on, whereas the championship mode allows you to pit your wits against others, racing against time, avoiding obstacles, and collecting as many items as possible.

BUNNY RIDE

You choose one of four landscapes, either the hills, mountains, desert or the Grand Canyon.

These are remarkably similar, give or take a few changes, such as the sky colour. Although I can't say I've ever seen yellow or pink skies, I live in anticipation.

The obstacles; trees, huts and mountain inclines, are again all very similar and non-distinct. Golly, this is dull.

Basically you've got avoid everything on the floor and in the air, in the form of aeroplanes, clouds, hang-gliders and flying carpets.

But how easy is it to

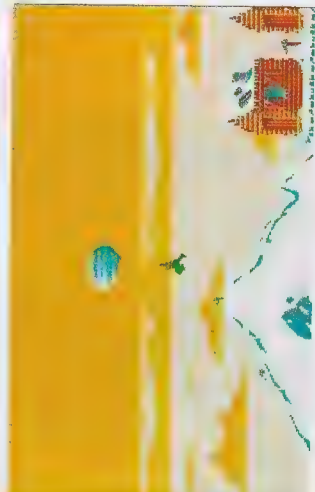
fly? Bloody difficult, I can tell you. You have to master air currents, weather conditions and the like. You can't simply move up at a whim, but wait and find an updraft.

This is a complete pain to master. One touch against any obstacle and, whurr! You explode, literally. Start again sucker.

Paragliding is a minority sport anyway, but this game is hardly going to incite people into taking any real interest.

It is all too easy to die, and slow loading on three disks, plus extremely tricky gameplay doesn't help, even when you've sussed out what to do.

An idea that just hasn't paid off.



In the mountains the snow builds up, so don't forget your gloves when you grab a flag



Choosing your characters from a distinctly stereotyped selection

Software House: Llamasoft
 Programmer: Jeff Minter
 Address: 49 Mount Pleasant, Tadley, Hamis
 RG26 6BN.

In summary, *Revenge of the Mutant Camels* deserves a look. It's a typical Jeff Minter game, so you'll either love or hate it.

Although some may say it should remain within the confines of the PD pages, it seems rough justice to tuck it away. Maybe it's not the world's greatest game, but it's a darn sight better than many available on the market.

Graphics are bright and colourful, but not inspired by any stretch of the imagination. Scrolling is quite smooth, and despite the sounds irritating after a wee while, gameplaywise it is enjoyable and fast paced.

Available as Shareware the ball is in the game player's court. If you don't like it, you've only lost the price of the disk.

If you're getting a tad miffed at the run-of-the-mill games, then *Revenge* may be just what your looking for, if only for a couple of hours blasting enjoyment.

It is only a shoot'em-up, but one with originality, something frequently omitted by mainstream software houses.

\$5.00 OUT NOW

The ST version is the same as its Amiga counterpart, with the usual deficiencies in the way of sounds and graphics.

If you feel like a hectic night of blasting on a game with a genial sense of humour, together with some strange as heck nasties, then this is certainly worth a look - and at a price that's right.

£5.00 OUT NOW

X-RATING: XXX

Gameplay: 13/20
Lastability: 13/20
Presentation: 10/20



A constant barrage of laser fire on items will bring forth loads of extra points as you deal with screaming walking sticks



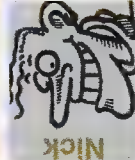
It's that man Minter, smoking something illicit with a herd of llamas to protect him. Blast him, and he'll scream off screen



Risk too much or gobble a nasty icon, and your furry friend kicks the bucket. Judicious planning though can actually help

REVENGE OF THE MUTANT CAMELS

Laser spitting camels, leaping goats, attacking rampant telephone boxes... sounds different? You bet! And in the fun-time garb of a shoot'em-up. Interesting...



you like it, send the cash to the person who produced it.

It works because it cuts out the middle man; marauding telephone kiosks and flying sheep don't appeal to the mainstream software houses!

ANIMAL MAGIC

The aim of the game is to travel through 42 different levels comprising of seven kilometres each.

You can play either solo as a lonesome camel, assisted with a

computer controlled Ancipital, or with two players.

The Ancipital is in fact a goat who, if my memory serves me right, was also the star turn in another Minter game.

In your guise as a camel you tend to spit an awful lot, emitting pleasant, bluey-white laser fire. You also have to shoot the onslaught of weird creatures which emerge from all angles.

The goat, apart from shooting at

things, will climb on your back if you sit your camel down. It then acts as an intelligent gun turret, no messing!

Occasionally a wide diversity of things drop from the sky and can be collected to change your weapon type, improve the power and the shields, or even offer extra lives or provide smart bombs.

However, dodgy power-ups are also there for the taking. These reduce your power or can actually kill off your animal.

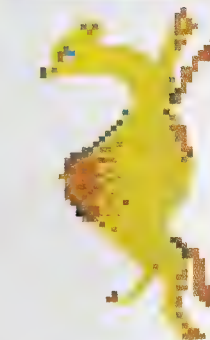
Stopping for a crafty lag slows down your motion but turns out not to be as bad as it sounds because you then have a much better chance at killing off nasties approaching from the sides.

Taking a breather for a cuppa destroys everything, whereas collecting a halo renders you indestructible and a pair of Nike trainers speeds up the scrolling to enable you to reach the end of the level that much more quickly.

As you can guess, this game is weird. Although still basically a horizontal blast'em-up, the strange variety of nasties lunging at you simply has to be seen.



Being ridden, you face an onslaught of skiing kangaroos...



No friendly rivalry here as you blow fellow camels to high heaven



Back in the halcyon days of 1984, a C64 game called *Revenge of the Mutant Camels* was unleashed onto an unsuspecting public.

Truly bizarre, it featured weird 'n' wonderful creatures and strange gameplay. Now, almost a decade later, it has been relaunched in full technicoloured glory.

This was actually one of a trilogy of games featuring a laser spitting camel designed by a certain longhaired chappy with a fetish for llamas, Jeff Minter.

He was quite a hero figure in the early days of home computing insofar as he offered games which were a breath of fresh air to a stagnating games' market.

This altness set by the software industry is redressed by the fact that the Jeff Minter Classics are available on Shareware.

This is a somewhat optimistic ideal whereby you are offered games for the price of the disk and then, if



Early in the game you are faced with Galaxians throwing ton weights

FACT FILE

Software House: Starbyte
 Programmer: Rene Straub
 Graphic Artist: Ingo Mesche



Management games always have a certain curiosity value and this comes as no exception. What makes it stand out lies in the amazing number of options available to the player.

Everything you could possibly want in a game of this type has been accounted for by the programmers, right down to how much the fans have to pay to get in to watch.

With everything well laid out on screen, nothing is too complicated to understand. The highlights of the game move at a respectable pace and they are also fairly smooth.

The sound is OK and, although nothing special, does fit snugly in with the overall impression.

Anyone who likes to watch or play the sport and is an avid follower of a particular team will enjoy playing this, but be warned, it is a little complicated to begin with.

£25.99 OUT NOW



Footballing ST owners will be pleased to hear that this game plays in exactly the same way on your machines, the only difference lying in the slightly lower quality sound, hardly noticeable.

£25.99 OUT NOW



There are hardly any differences here either with the PC handling the same very well indeed.

£25.99 OUT NOW

X-RATING: XXXX

Gameplay: 14/20
Lastability: 14/20
Presentation: 12/20



Another football management game! Well, what exactly does it take to become a top class professional these days? Let's find out, shall we?

management game! Well, what exactly does it take to become a top class professional these days? Let's find out, shall we?

Many years ago a game was released known only as Football Manager. Quite rightly it managed to sell millions of copies.

Ever since then other companies have been desperately trying to equal such success, Football Manager 2 being the only game to even come close!

Starbyte is also the team behind the excellent Rolling Ronny, leaving much to anticipate. I got past the copy protection, chose to play in the Barclay's league, took control of Manchester United, and I was off.

Positioned right down in the fourth division you begin the game



You are shown the league positions at the end of each game, the number in brackets is the position you were last week

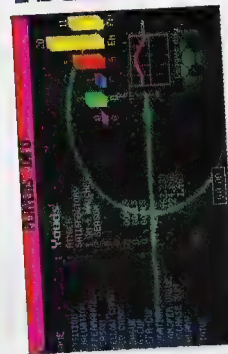
with a squad of young hopefuls under your command. Each of the four divisions houses 18 teams, making 72 teams in all while the game itself recognises over 700 different players.

The number of options available to you at this early point is amazing, allowing you to view the statistics of your opponents, send some of your players off to the training camp, not to mention have a peek at your management rating.

The transfer market is open for about five weeks at the beginning and end of the season, offering you the opportunity to buy and sell



Before each game you should look at the team evaluation chart which compares your team to your opponents



players in a bid to try and strengthen your squad.

However, don't dismiss the fact that during the course of the year it is likely that your current crop could be affected by illness or injury, thereby putting them out of selection for a couple of weeks.

Clicking on 'End Turn' will take you into match day. Here you can choose to watch the highlights of the game or, alternatively, see the result straight off. The highlights take the

A DAY OF TENSION



In the 83rd minute of the game my top striker tries to pull something out of a nil-nil scoreline with an adventurous shot...



no luck I'm afraid. All he's done is send the opposition off on a last minute attack...



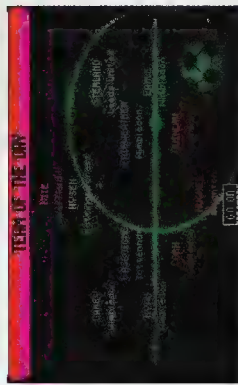
thankfully they make nothing of it either, and the score remains 0-0. Well, one point is better than none!

STARBYTE SUPER SOCCER

Here we see the info on my star player, Youds (strange name!). He has scored the main bulk of my goals and is, sadly, injured for now



A review of my financial crisis! I started off the year with about £7400 and since then it has done nothing but drop!



To access the best players from the league that week the computer will generate a Team of the Day, picking the best players from each field out of all 72 teams

there are two cup competitions for you to take part in: the FA Cup and the UEFA Cup. However, the latter can only be participated in if you have finished in a high position the year before.

PROMOTION OR RELEGATION?

After playing your allotted number of games for the season your team will move on to a new division, depending on its finishing position.

The top three move up and the bottom three move down, it is as simple as that!

As well as the league games

you've had enough.

Before beginning you can set yourself a goal and the game will end when this has been achieved.

On the other hand you could opt for a game with no limit, meaning that you keep playing until you think you've had enough.

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FACT FILE

Software House: Storm
Programmer: David Bowler
Graphic Artists: Shaun McClare, Rob Whitaker
Sound: Domesday Machine



The only thing that stops this game from scoring more highly is that it is just far too easy. For a product costing £25.99 the fact that I completed it in half an hour is quite awful.

I can tolerate the fact that the graphics are not of a superb quality and I don't mind that the controls are a bit dodgy. Playability is what counts.

In its favour, the team behind Big Run has managed to give a representation of speed similar to that found in the arcade original.

The scrolling is smooth (thank heavens) and the movement of the sprites and so forth is pretty good. On top of this the sound effects and music are top-notch!

Despite this though, I really can't recommend it to anyone. Within a few months of Lotus 2 being released you can't expect anything short of perfection to even get a look in.

£25.99 OUT NOW



The ST version is by no means as smooth as its Amiga counterpart but much of the speed is retained.

£25.99 OUT NOW



As you read this the C-64 version should be just about ready with the claim by the software house Storm that it is a good quality conversion.

£10.99 dc:15.99 OUT SOON

X-RATING: XX

Gameplay: 5/20

Lastability: 5/20

Presentation: 14/20



John
Through the desert, Big Run takes you on the second leg of the Paris to Dakar rally. Jump in your Porsche butch mobile and off you screech...

Pole Position, Out Run, Out Run Europa, Chase HQ, Hang On, Continental Circus, Lotus Esprit Turbo Challenge, Lotus 2... Played the game, seen the arcade original, probably worn a T-shirt of at least one of 'em at some point...

Is there really the need for yet another game of this style? Obviously any new product is up against fairly hefty competition.

A very long time ago a Super Famicom version of this was seen looming around the office.

Until this very day I think it still holds the accolade of being one of the only games on this format that totally failed to impress!

The arcade original was pretty rough, so how's it going to look on the Amiga?

A pretty poor pedigree



BIG RUN



really! If the original was naff, is there any way that the computer version could amaze us all? I don't think so!

BIG RUNNY ONE

The basic idea as with any race game is to win. Pure and simple. Jump in your power wagon, put your foot down and screech through the twisty turny roads of a suitably hazard-filled roadway.

The only thing you have to worry about is reaching the checkpoint in at

Nifty negotiations



Crashing into big stony plinths can be seriously bad for your teeth. The car seems to come off all right though.

And there you have it! It's as simple as that. The only problem though is that it's absolute rubbish.

The game unceremoniously landed on my desk at around 10:30 this morning. By almost 11:00am exactly I had completed the whole caboodle, taking my car all the way to Dakar.

Just under 30 minutes to complete an entire £26 product. Disgraceful! On top of this, the presentation isn't all that hot and the controls are a bit unresponsive to boot! What on earth is going on?

Storm used to produce such wonderful titles, such as SWIV and Rodland, and I really can't conceive what could possibly have gone wrong here!

Let's hope that this is only a small ebb in the career of a normally superb software house.

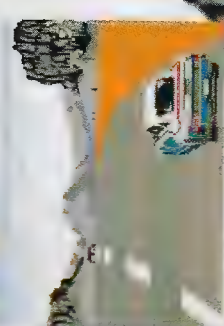


STAGE BANK = 20000
BONUS = 20000
STAGE TIME = 47.3
BONUS = 1210

...rooking long legsed
...agers towards you and
...ing a big Moppy Kiss for
...y chaves!



This game is naff - STORMS YOUR
... through the desert all the
... to them!



... the
... shows the
... but be
... the



Throw your car into a tight bend and try to take the Peugeot 205 on the inside.

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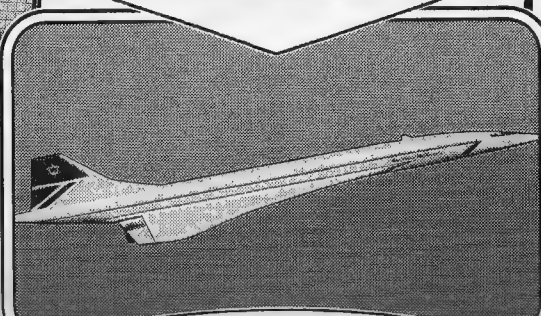
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FACT FILE

Software House: Empire
Development Team: Porgon
Programmer: Don Wuenschell
Graphic Artist: Steve Suhay
Music: Michael Powell



Overall I have to say that what could have been an overambitious stab at a new concept in role-playing has actually worked surprisingly well.

The idea of combining typical RPG 'walk and fight' sections with street level 3D combat simulation is a novel and refreshing approach to a war game.

Graphically the game is absolutely superb. From the stunning digitised intro sequence to the animation of the 3D simulation sections I could find little fault with the presentation.

To play, once you have the knack of all the controls, Twilight 2000 is an absorbing and challenging game which is more likely to appeal to either the experienced RPG-er or the war fanatic.

I was very impressed with this... it's certainly a depressingly realistic concept which is executed in a most interesting way. Unfortunately though, it does cater for a fairly specialised interest group. As an RPG it is superb, but it's not the most accessible game.

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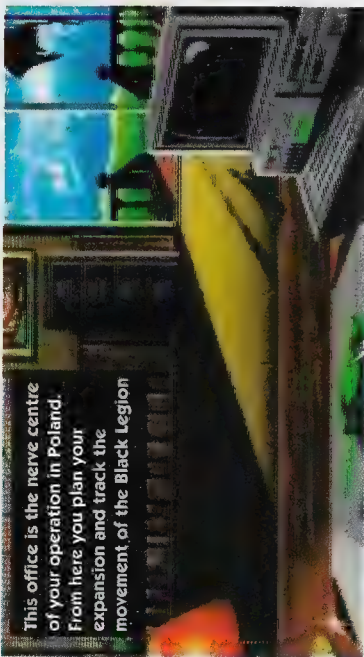
The Amiga version looks set to be just as impressive as its IBM PC counterpart but I can foresee some problems with the speed of the 3D graphics.

At the present moment the Amiga version is still under development, but if it is anywhere near as good as the PC version it should be pretty hot stuff.

£29.99 OUT SOON

X-RATING: XXXXX

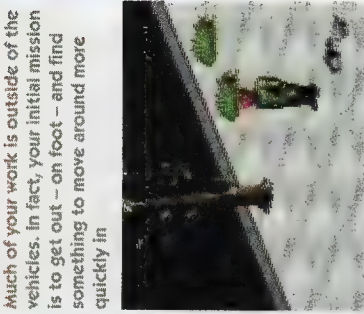
Gameplay: 16/20
Lastability: 18/20
Presentation: 18/20



This office is the nerve centre of your operation in Poland. From here you plan your expansion and track the movement of the Black Legion



As you generate your recruits you have a certain degree of control over how they actually look, as well as how proficient they are at different tasks



Much of your work is outside of the vehicles. In fact, your initial mission is to get out - on foot - and find something to move around more quickly in



Orders come through via your underground intelligence network. These are the guys who will inform you of your mission

TWILIGHT 2000



For a decade Poland has been devastated by the brutal and merciless tactics of both the Warsaw Pact and NATO forces. Baron Czarny, a ruthless madman, and his troops, ominously known as the Black Legion, have seized power in Poland's darkest hour. The survivors of the nuclear devastation prayed that the war was over... instead it has just begun!

Despite the now out of date storyline - the Warsaw Pact no longer exists - the world of Twilight 2000 is a dark, unnervingly realistic vision of the aftermath of World War III.

The war itself is vividly portrayed as a decade long display of international stupidity, governmental greed and nuclear enthusiasm.

By the turn of the century, the population has dwindled to 50 per cent of its original size and anarchy is rife.

In Poland, from the ashes of the devastation, a new power is arising - that of Baron Czarny...

THE MAIN SCENARIO

The principle objective of this wartime RPG/combat simulator is to organize a squad of 20 soldiers and utilize their talents to ultimately defeat the maniacal Baron.

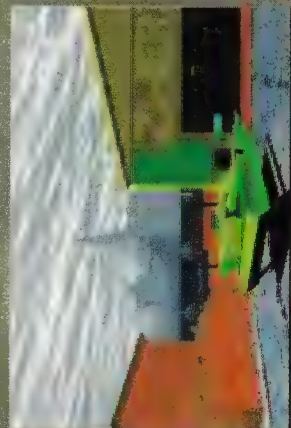
This goal is achieved by a number of means, but the most important aspect of the campaign is your ability as a leader. Your first priority is to generate your group of 20 fighters by effectively 'creating' them with a simple to use generator.

Secondly, you must choose and command small groups of four soldiers as they carry out missions which will sufficiently expand your regime of power within Poland.

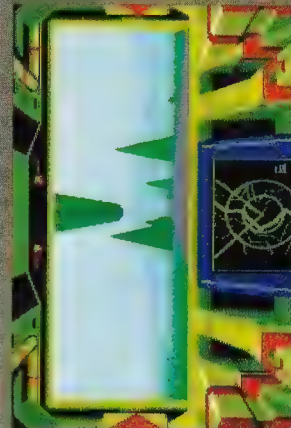
The nucleus of all these operations is the small town of Krakow in central Poland...

Numerous tasks will be set for you at different times, and on your travels, initially on foot, through the war-ravaged environment, you will capture various vehicles which can be used to your advantage.

It is here that the game differs from other RPG adventures. Having



Climbing out from your headquarters in Krakow in your lovely spanking new tank.



Inside your spanking new death wagon you whizz across the landscape searching out bad guys to have a punch up with. Don't Overdo it though! Trouble waits around every corner.



Incredibly tedious office work No 337. "Would you look at the size of that weapon!" ... yeah, yeah, yeah.

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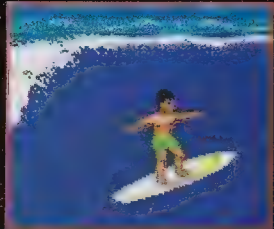
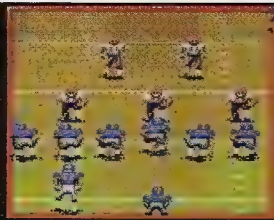


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FACT FILE

Software House: Impressions
Development Team: IF (Interactive Fantasyfiction)

It's hard not to sit on the fence with a game like **Crime City**. Despite being mouse-driven and a contemporary murder mystery, it looks distinctly dated. It's hardly an advance from the first pointer-controlled games.

The graphics are OK in places and the music is excellent, but what about the storyline? In my opinion this is the crunch question for adventures - without any glitz, would the game still be just as enjoyable?

The answer is an unequivocal 'yes'. I really got into Crime City, and would recommend it as a beginner's adventure to anyone. The problems aren't exactly taxing, but they require at least some logical deduction. The only let-down is the amount of time the game leans on random events.

All in all, this succeeds in being as playable as they come. Frustrating at times, it nevertheless conveys an excellent sense of atmosphere for a graphic adventure.

You may get strange looks buying or playing the game, but forget them, and immerse yourself in the city of crime.

£99.99 OUT NOW



The only apparent difference to the Amiga lies within the ST Atari games' musical effects, the ST's are slightly inferior. Whatever version of Crime City you have I can guarantee a great gaming time. Hardly a novel idea but totally engrossing.

£99.99 OUT NOW

X-RATING: XXXX

Gameplay: 14/20
Lastability: 14/20
Presentation: 14/20

Back in the office, you decide to put some surveillance on Debbie. You're a little bit nosy, but you'll discover her phone number



CRIME CITY

postbox where, periodically, letters arrive with vital clues.

GETTING ABOUT

Clicking on the map icon allows you to travel to a limited number of places early in the game. The range increases as you discover and follow up leads.

Getting out and about is easy, either on foot, by bus or by taxi. The time spent depends on the distance and mode of transport, but you also have to pay through your nose for the faster modes.

Interacting with the various characters you come across is hardly inspiring stuff. You are offered a series of queries and, depending on your findings, are given a set response.

These responses remain unchanged until you break new ground, allowing you to follow up your questions regarding your latest discovery.

The major problem with Crime City isn't so much the actual interaction, but the limited way in which it is used.



My office is kept as clutter free as possible. Simply click on various items and you can check information, letters, notes and so on

You'll find yourself dashing through Crime City like a yo-yo, checking up and following possible leads with the same people again and again.

The computer is a welcome diversion. It offers a green-only version of breakout, and allows you to dabble on the Stock Market.

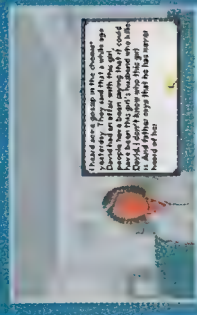
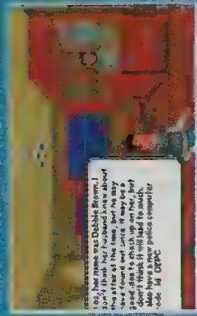
This is a vital source of income and a keen eye will soon notice an opportunity. In no time

at all you'll have amassed a nice stash in your pocket.

The game is tricky, but not exactly cerebral. As the evidence mounts and things look up, you are often knocked for six with a murder or a suspect.

You have a certain time limit and also have to keep tabs on your energy level to ensure that your body can cope. Can you cope with playing the game?

FOLLOWING LEADS



To be able to follow leads, you need to be able to find out who your father is talking to. You can do this by clicking on the 'DICK' icon in the street.

You wake up with a terrific



hangover, only to find your father's mug splashed across the front pages of the newspapers. He's been arrested for murder. Time to don your detective hat and prove his innocence.

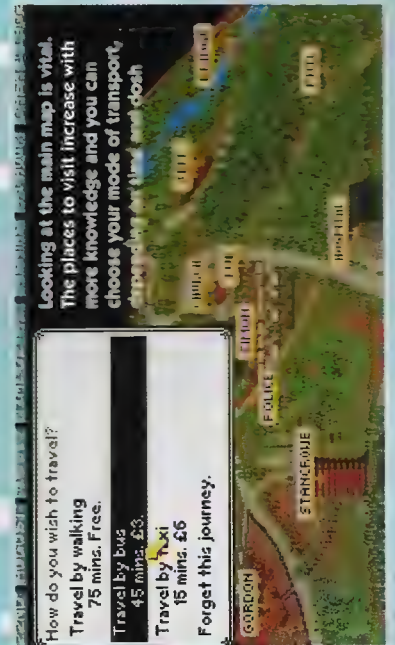
Crime City, a mouse-driven detective adventure game has a contemporary setting. Your father, a private detective, has been arrested for murdering his best pal.

You have your suspicions about the validity of this claim and thus set out to gather evidence.

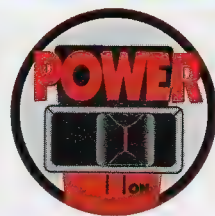
You're not really a detective, so sussing things out is a bit of a chore early on, but as the intricacies unfold, you become well and truly embroiled.

You begin in your father's office. Here you'll find a phone, a filofax with essential early phone numbers, and a computer for checking up on suspects and dabbling on the Stock Exchange to raise vital capital.

The office also has a notice-board of notes, as well as a



CONSOLE CONNEXIONS



This week on the all-new console pages, we have the inside scoop on the Neo Geo console together with reviews of three game titles. Plus Prince of Persia on the Game Boy, two Formula 1 driving games on the Mega Drive and also the Famicom version of Super Off-Road...

STREET FIGHTING FAMICOM

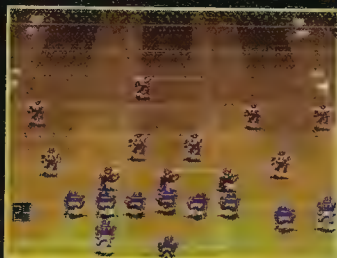
Street Fighter 2 fans have cause to rejoice, for a well-worn favourite arcade beat'em-up is to appear on the Super Famicom and Super NES.

Featuring huge sprites and uncensored beat'em-up action, you cannot help but kick your way through tonnes of charging thugs, intent on dimming your lights.

If you are familiar with Street Fighter 2 you will know that the game is bubbling over with action, and hopefully the Famicom conversion will be equally good. Watch this space for more news.

FOOTY FEVER

Cor, Alex hasn't shut up since the Redskin's victory in the Superbowl. Now he can relive the excitement on the Famicom. Electronic Arts can now bring you **Pro Football** which looks, plays and feels like the Mega Drive classic, John Madden.



This has been released at just the right time as far as football is concerned, so all those of you who stayed up all night to watch the sacred game can now take your team to the top of the NFL. One thing's for sure, this is going to sell like crazy!

TIME TO RELAX

Ever wanted to be able to sit in your favourite comfy chair and play on your NES without the wires restricting the distance? Well, worry no longer for now Nintendo introduces two infrared control pads.

Retailing at £25.99 these allow you to relax to the likes of Mario and Mega Man. However, if you own any pets try to keep them out of the way because by crossing in front of the beam they could make you lose that all-important last life!

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PRINCE OF PERSIA



The Grand Vizier, Jaffar, inventor of the now more famous cakes, has succeeded in taking the throne from the Sultan whose beautiful daughter he shall now wed within the hour.

However, he has not counted on a young nobody in love with the princess, and hell-bent on rescuing her.

The young avenger's mission has failed to get off to a roaring start and he's instantly captured by Jaffar's guards and thrown into the dungeons.

It's here where you take control of him. The first thing you must do is find a sword and escape from your confines.

GET ME OUTTA HERE!

Jaffar's castle is full of traps and puzzles to test you in your journey. Hidden switches lie bedded in the floor and, when trodden on, will open a door or trigger a trap off. This brings a hint of strategy into the game as you figure out where to move next.

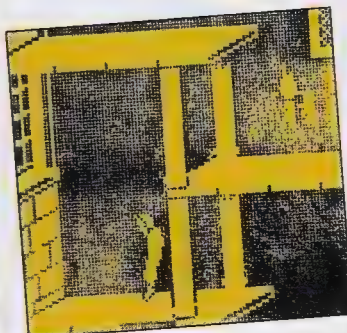
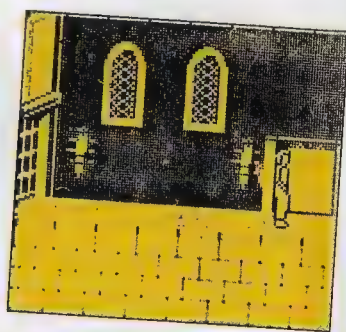
The original Amiga version was greatly enhanced by the superb animation of the central sprite. The Game Boy surprisingly manages to reproduce this very well indeed.

All the screens have been well presented, even the guards are well drawn and animated too. The sound is, surprisingly, identical to the Amiga with



no need for an additional tune. Spot effects are all top-notch, ranging from the footsteps on stone to the screech of death when you happen to fall too far.

For me, Game Boy software is just getting better, and this emerges as an excellent game that is both challenging and addictive. Buy it! **X**



GAMEPLAY	
LASTABILITY	
PRESENTATION	
X-RATING:	
XXXXX	

GAME BOY TOP 10

1SUPER MARIO LAND	◆
2SIMPSONS (ESCAPE)	★
3PAPERBOY	▲
4DOUBLE DRAGON	★
5BUGS BUNNY	★
6CHASE HQ	▼
7TENNIS	◆
8GREMLINS 2	◆
9DUCK TALES	★
10NEMESIS	▼

CHART SUPPLIED BY GAME
 SEE CHART PAGE FOR SYMBOL KEY

F1 CIRCUS



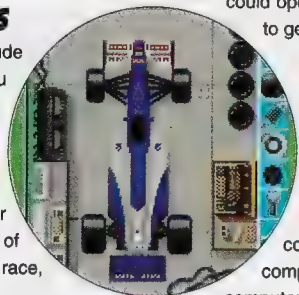
For those of you who have ever wanted to get behind the wheel of a throbbing race car, now's your chance with this rather spiffing game on the Mega Drive.

Taking the view from directly above the car you race up the screen, turning corners when they appear before you. As in real life you must first take part in the practice session to determine your starting position in the race.

ON YOUR MARKS

These sessions include three laps and all you have to worry about is going as fast as possible to clock a decent time. When completed, the computer will work out the times of the other drivers in the race, all 25 of them!

You can select many options that will help beginners as well as giving more experienced players a challenge. Gears can be manual or automatic, the control sensitivity can be set, and your tyres chosen for better performance.



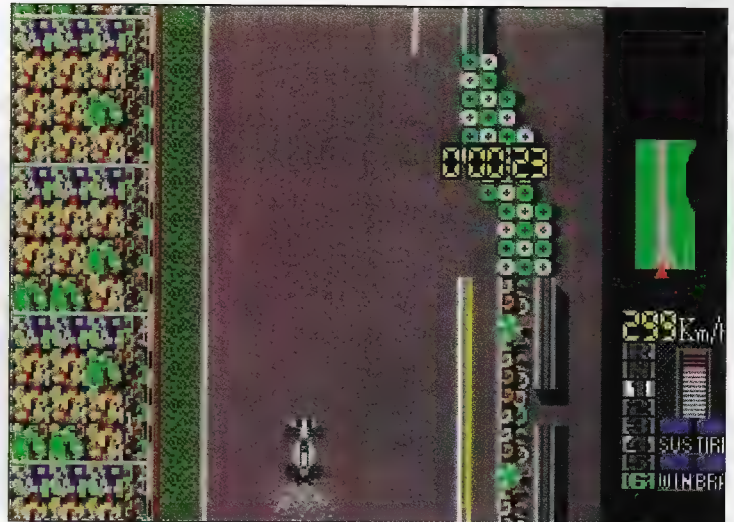
Even the weather is simulated; one minute you might be burning along in the bright sunshine and the next the heavens could open up and the track starts to get waterlogged.

At this point you have to decide whether to risk continuing with the tyres you are already using or go for a more sensible pit stop.

Pit stops can be controlled by you or the computer but, believe me, the computer makes a much better job of it. How long you spend in the pits depends on how damaged the car is.

If you have been reckless then the chances are you'll lose a few positions.

Both graphically and sonically this is way above average; the track moves at a



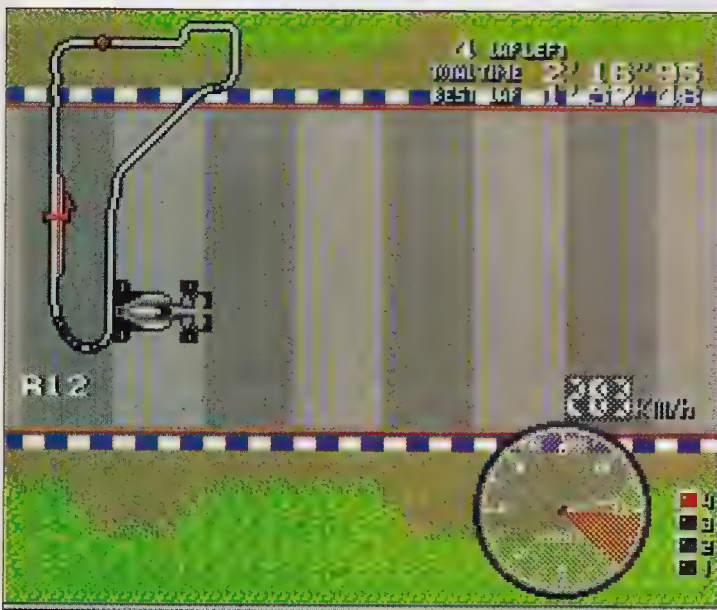
The waterlogged crowd leaps to its feet as your car powers down the straight

mind-blowing pace without the slightest sign of a flicker or jerk.

All the cars move smoothly around the place too and the whole appearance

is one of top quality. To sum up, a cracking game that is very playable and one that you'll find yourself engrossed in for a long time to come. **X**

GAMEPLAY [Progress bar: 15/20]	PRESENTATION [Progress bar: 15/20]
LASTABILITY [Progress bar: 15/20]	X-RATING: XXXXX



Four laps to go, and you're zooming round the course like there's no tomorrow



You would think that any game lending its name to Japanese racing driver, Satoru Nakajima would put itself on an immediate low. Thankfully this game lifts itself up from here quite competently.

Basically it is another overhead driving game, which has had the misfortune to arrive in the office on the

same day as F1 Circus. This one does, however, scroll in all directions and not just vertically.

As before, you are put up against loads of top class drivers on some of the most challenging circuits in the world.

Firstly you have to qualify for the races but sadly all the circuits are just as difficult as those they are



F1 GRAND PRIX

based on. Your gears are controlled automatically, although you can choose to operate them yourself.

Button A makes your car accelerate and B will apply the brakes, something which Nakajima never seemed to get the hang of!

There are eight circuits in all, ranging from the winding back streets of downtown Detroit to the lovely long straights of Monza.

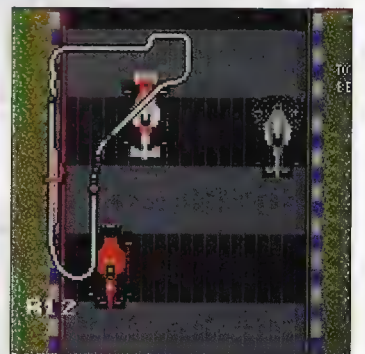
You also have the weather to contend with, especially since the rain will affect the car's performance.

THE NEED FOR SPEED

Judging by appearances you'd probably be led to believe that this game would be the better of the two due to larger graphics and scrolling in all directions. But size, as they say, isn't everything.

The speed of the game is OK but what lets it down are the controls which seem to be very unresponsive, making staying on the track a near impossibility.

Some people might prefer this because it is slower but those who like their games of arcade quality should opt for F1 Circus, and that's about all you can say! **X**

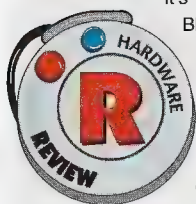


Neck and neck at the approach to a curve

GAMEPLAY [Progress bar: 10/20]	LASTABILITY [Progress bar: 10/20]
PRESENTATION [Progress bar: 10/20]	X-RATING: XXX

NEO GEO

Without a shadow of a doubt, the Neo Geo is any game player's dream machine.



It's been dubbed the BMW driver's game machine, and with just reason! The machine itself does look rather slick, unlike most consoles on the market today.

The awesome graphics and sound capabilities have to be seen and heard to be believed, but at a cost to burn even asbestos-lined pockets.

It's a simple matt black aesthetically pleasing box with one enormous slot for the cartridges and a tiny one for a memory card.

ENDLESS FUN

Unfortunately, you only get the one joystick with it, but what a whopper it is! It has the feel of arcade quality, heavy with an antislip broad base, and four solid action buttons.

The Neo Geo utilises the power of both 8-bit and 16-bit technologies in such a way as to create a machine with 24-bit power and speed.

The major league processors are the golden oldie Z80A chip and the powerful 68000. These are aided and abetted by custom-designed chips dealing with such essentials as the graphics and sonics.

These chips deal with the game data from the carts and only come to a measly 66K in total, but this shies away when you see the capacity of the games.

A cartridge could theoretically come with 330 megabytes of data, but more often the games available vary from 44 to 56 megabytes.



Mind you, the carts are massive, with a comm link on top for multi-player modes. It's hard to comprehend so much power in one game..

So, what exactly can this power do? Arcade quality sums it up perfectly. The graphic capability is amazing; choosing from a palette of 65,536 colours it can display up to 4,096 at any one time, double that of its nearest rival, the Super Famicom.

The Neo Geo has the power to control 380 different sprites of varying sizes, triple the number of the Super Famicom.

As you can imagine, the games available which take full advantage of this ability are stunning. People and general ghoulies look massive, are greatly detailed and smoothly animated; it's visually the best.

Soundwise, the Neo Geo also dazzles, 15 channel stereo sound with seven of these dedicated to real voice speech. The quality of music and voice-overs in the games available don't have to be explained - just believe me.

Due to the size and power, SNK isn't even

contemplating a CD addition, and why bother? It would only slow things down.

If you get an amazing high score in the comfort of your own home, you could use a memory card, save your position and nip down to the local arcade.

There, just find a multi-play Neo Geo, insert your card and, bingo! You'll have flocks of admirers stunned at your gaming prowess, a nice addition for status seekers with the top status machine.

For those eager to get your mitts on it, you'll be pleased to hear that the official UK launch has happened. But when?

It went with a bit of a whimper, but at least you don't have to risk the unofficial imported versions. After two years, fully working PAL versions are now available.

The manufacturer, SNK, isn't competing at the same level as, say, Nintendo and Sega. Because it is aiming for a niche market of 25-35 year old affluent males who demand quality.

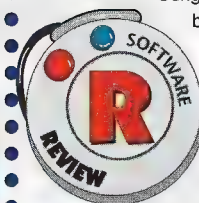
STING IN THE TAIL

But quality comes at a price. The basic console and joystick costs only £300, but the sting comes with the games themselves, a price range from £99-£149 each. This is only for the elite, well-heeled games players.

In summary, the Neo Geo is beyond compare, even the latest CD games don't come close at the moment. It's a machine to drool over and, although out of most people's reach, it's worth a try.

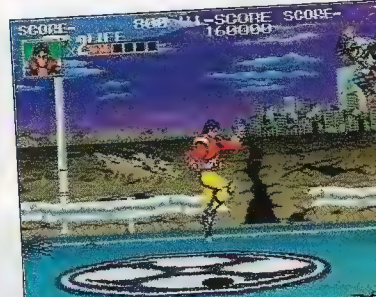
It's so stunning, you'll never look at your machine in the same light again. It may drive some people to play the pools, or at the extreme, dabble in petty theft simply to feed their habit.

With thanks to **Console Concepts**.
Tel: 0782 712759.



Sengoku is one of the best beat'em-up games I have ever seen. With 55 megabytes of pure game data on the cartridge it is fast action and glitz all the way.

I'm sure every last drop of that power is squeezed out in every

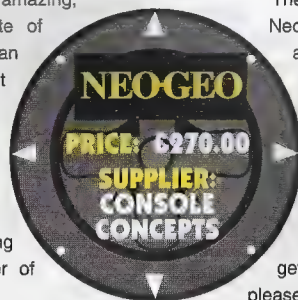


Preparing for a power kick up in the air



The world is in chaos, a dark power rules supreme. An evil chap governs the lands and people aren't part of his master plan.

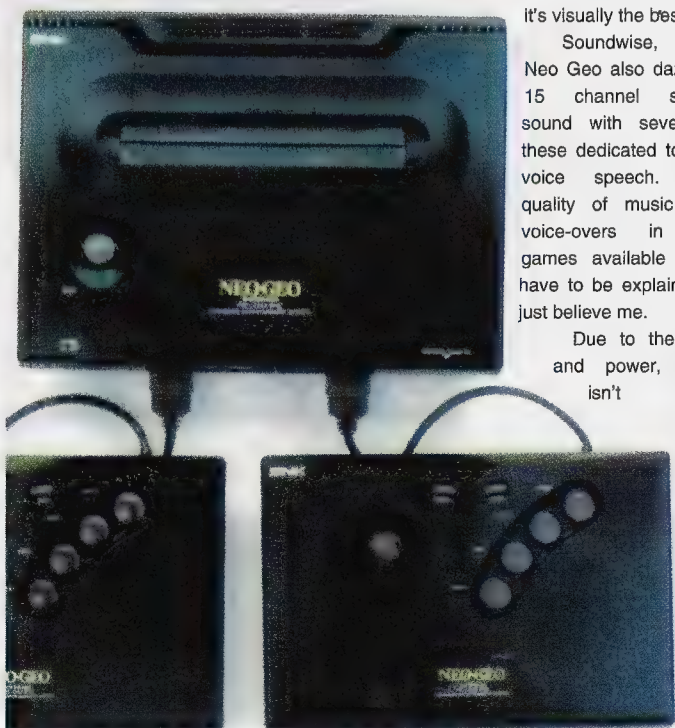
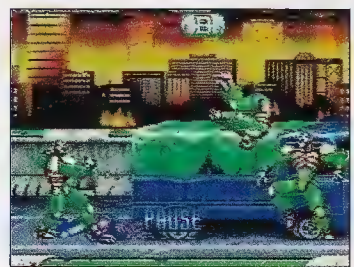
Yep, your bog standard scenario; if your imagination runs dry you can always rely on the 'one man saves the earth' chestnut.



Although I'm unable to read the Japanese manual I've got a pretty shrewd idea about what is going on here.

The world is in Armageddon, askew with dismay, and the people are relying on a chap with that something extra to reverse the state of things.

That's you, Eight Man, a super hero with special powers. Your strength lies in



SENGOKU

department, from the massive, colourfully portrayed, smooth moving sprites to the atmospheric music, chants and general sound effects.

Gameplay is set above an average standard and takes place on two planes with the ability to change players as well.

One minute your guy will be strutting his stuff down the high street and the next, he'll be up in the clouds battling warrior spirits.

Save hermits and magicians and you'll be offered alter egos, borrowed from the spirits of

mystical dogs, samurai warlords and ninja assassins.

Each have their own special attacks and weapons. By collecting special coloured capsules you will make your character one heck of a mean dude to deal with by improving the style and mode of attack.

Initially, your character is an oriental-looking chap, displaying great speed and dexterity, while with two players, you get the chance to play the archetypal all-American hero.

The battle, during which planes are switched every now and again to avoid any tedium, reaches frenetic heights in the bid to



Beware! Horses crossing

reach the Demon castle. Admittedly, boredom never rears its head.

There is just too much to do. To watch it's excellent, and you'll find yourself itching for a go in no time.

The backdrops are accurate, pretty and stunning and you'll witness some of the smoothest parallax scrolling you've ever seen, be it above the crowds, or even on a stampeding herd of horses.

GAMEPLAY

0 5 10 15 20

LASTABILITY

0 5 10 15 20

PRESENTATION

0 5 10 15 20

X-RATING:
XXXXX

An excellent game utilising the full extent of the Neo Geo's power to bedazzle. This is more than just a beat'em-up; it's a full scale gaming experience. Not to be missed. **X**

ROBO ARMY

Robots have taken over the cities and are slaughtering the masses, then using their brains to equip the robotic soldiers of Mr Angry, Hell Jeed.

It's your task to release the remaining captives, destroy the army, and make the earth a nice place again.

Neo Geo games are, in the main, beat'em-ups, and this is no exception. You play one of two characters; either Maxima, a human with robotic bits, or Rocky, a brutish machine.

These are well depicted on screen as huge sprites, battling against even larger robotic nasties.

Basically, their job is to punch and kick their way to glory. You can collect broken bits as clubs to give the nasties a

good thwacking, or to even throw and squash them.

Collect other items and your character changes into a buggy of death which leaps and crushes all comers.

Of course, being a super-duper 45 megabyte game, you ought to expect a bit more than that, perhaps a bit of sophistication, but it scores hands down in the game play department.

As with most Neo Geo games, this is amazing to watch. The sounds are similar to those on standard consoles, only they're far better, clearer and a good deal more frequent.

Smooth and fast action will hold you enthralled, and if a good fight's your idea of entertainment, then it's perfect. **X**



Sometimes holding a barrel is the only way to relieve the tension

GAMEPLAY

0 5 10 15 20

PRESENTATION

0 5 10 15 20

LASTABILITY

0 5 10 15 20

X-RATING:
XXXXX

EIGHT MAN

speed, and plenty of it. The easiest way to describe Eight Man is as a platform beat'em-up-cum-shoot'em-up.

You've got to shoot your way past numerous nasties of differing power, move up on different platforms (kindly indicated via an arrow).

When you're sprinting, shoot the

baddies as they jump down ready to approach you. You can't really appreciate the sheer speed of the game in a sprinting level unless you play it yourself, watching over someone doesn't have the same effect.

However, I've already seen this game in certain arcades and it certainly draws a crowd.

Eight Man is appealing, but hardly justifies the price tag. It's not quite the world's best game, but the variety of areas and style of game within it more than make up for this deficiency. **X**



Running, jumping, shooting, fighting. The action never lets up, it just gets faster!

GAMEPLAY

0 5 10 15 20

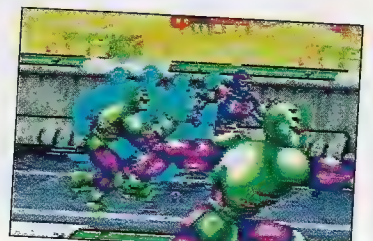
PRESENTATION

0 5 10 15 20

LASTABILITY

0 5 10 15 20

X-RATING:
XXXXX





SUPER OFF-ROAD



What can be more thrilling than burning rubber around a race track at the helm of a Formula One racer? Answer: being at the controls of a four by four truck tearing around the most hair-raising circuits known to man!

Super Off Road, converted from the incredibly addictive coin-op of the same name, is a clone of the ageing classic SuperSprint.

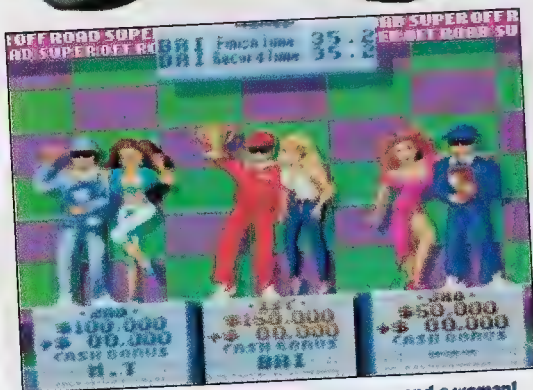
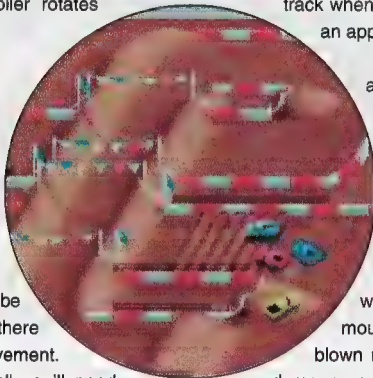
You and four other racers compete over four laps in a bid to come second or higher. Controlling the cars is simple; Fire accelerates and the direction controller rotates the vehicle.

TAKING THE KNOCKS

Your truck is a very robust vehicle, and as a result takes the bumps and jumps with the greatest of ease.

Never let it be said though that there isn't room for improvement.

You can buy all you'll need between races in the shop. Of course everything costs money so to afford some of the more expensive items you'll have to finish high in the races.



The winner receives a cup, some champagne, and a woman!



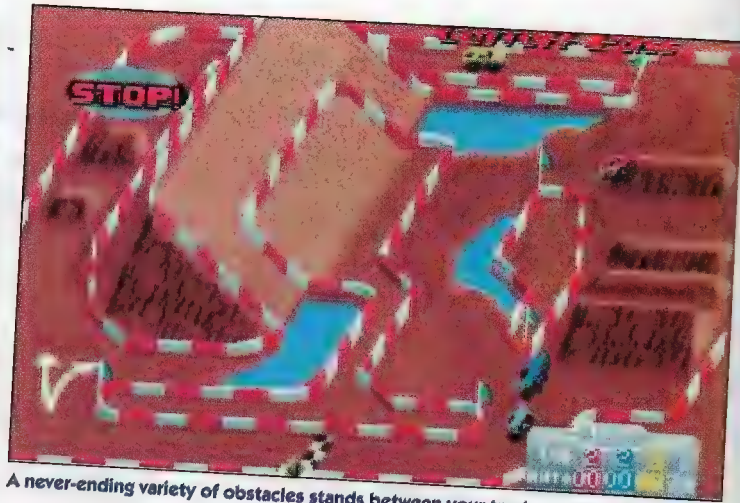
Available to buy are a number of nitros, one of which will give your truck a quick burst of power when ignited during the race, thereby allowing you to fly past some of your opponents.

Nitros can also be picked up on the track when a bonus item makes an appearance.

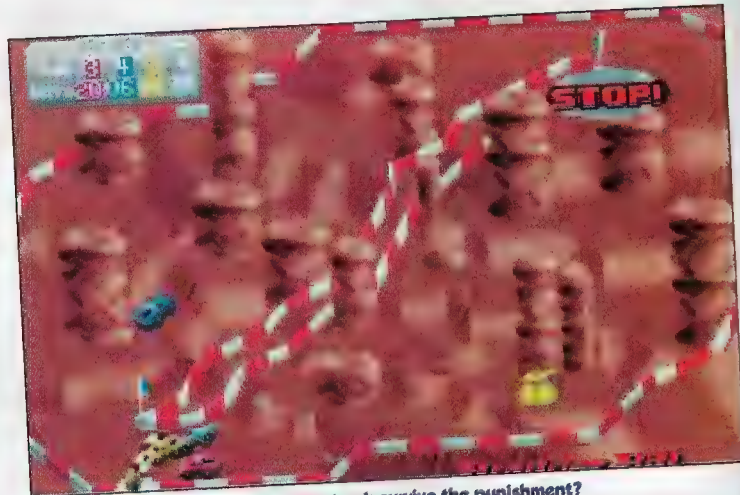
Some of the circuits are not circuits at all but rather wide open spaces with many flags or barrels to go around.

The type of obstacles that are likely to get in the way range from small mounds of dirt to fully blown rock pillars that don't damage your car, they just tend to make it stop briefly.

There are no less than 64 tracks in the game for you to race around. Some of the



A never-ending variety of obstacles stands between your truck and the finish line



Up, down, and all around. Can your truck survive the punishment?

levels are repeated a number of times throughout just to keep you on your toes while playing.

ENDLESS OBSTACLES

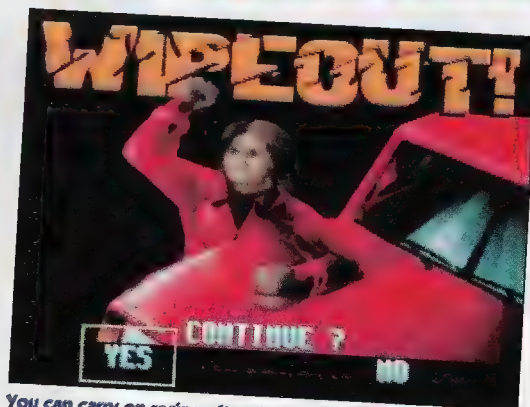
You could be on the go for five hours and still not see all 64 of the tracks so the lasting appeal is incredible.

Two people can play the game

simultaneously and race against the other two computer-controlled cars. This proves to be great fun and if both of you are experienced then it is even better trying for first position.

The graphics are really great to look and all the circuits have a certain character to them; between levels the screens are very well drawn and comical to look at.

Sound too is of a high quality with a different tune for each of the 64 track and many bumping effects. This is a cracking game and I can't stress enough how much missing it will strain your guilt senses. Buy it today!



You can carry on racing after the most fatal of crashes

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How come all the really good tips are actually coming from within the office huh? Could it be anything to do with the fact that you lot are all lazy and can't be bothered to send anything decent in? If you do manage to scrape anything reasonable together send it to: **Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.**

JAMES POND II ROBOCOD

- MILLENNIUM

C Yet another cheat for this glorious little game! All you have to do is type **THE LITTLE MERMAID** - now, pressing various keys will allow you to activate the numerous power-ups in the game, such as B for the bath, etc.

Also, if you wish to save your game at any point, pressing **S** will automatically do this! Useful eh? I must thank the lads at Team 17 for this help... Cheers!

STUN RUNNER

- ATARI

LYNX A Mr Chris Reece from West Sussex sent me this lovely little level warp cheat thingy. On level 12, soon after you enter the tunnel, hit the boost pad halfway up the right-hand side.

Carry on going up the side of the tunnel until you end up upside down. You should now hit a warp gate that will take you to level 19.

OH NO! MORE LEMMINGS

- PSYGNOSIS

More Lemmings codes! **ARRRGGGG
GGGGGGGGGHHHHH!!!**

Last bunch this time... or is it? This time it's Havoc...

- 1: GGHTFLBFI
- 2: MHPTGLGCFP
- 3: LQTGLGDFL
- 4: RTGLGILEED
- 5: TGNGCHVFFQ
- 6: FLGKHVTGFG
- 7: NGALWTFHFE
- 8: GMMUVGJIFP
- 9: GAHSUGNJFQ
- 10: KHRUFLGKFI
- 11: MRWGHFCLFD
- 12: RUGNGILMFO
- 13: UFLGCHVNFG
- 14: GLGIHTUOFM
- 15: LGALWUFPL
- 16: GILUUOHQFH
- 17: GCIQVLKBN
- 18: IIPDTMGCG
- 19: LPTDOGGDGP
- 20: RTDOGGKLEGG



DEVIOS DESIGNS

- IMAGEWORKS



Big Unc has been beavering away at this one for ages recently. Taking it home in his grubby mitts of an evening and then getting it out and vigorously playing with it until he manages to achieve something...

Well, this is what he came up with...

- 2: PFFBGWLP
- 3: NPSSLNWS
- 4: GIWBOLAP
- 5: IYRAGNOE
- 6: YLFELNGT
- 7: NNSPFBBR
- 8: TNWLFEEEN
- 9: YTMWBPW
- 10: **No Code**
- 11: YYRNFISM
- 12: OIEIRPEN
- 13: YTAIBTLR
- 14: IOFTANON
- 15: GIBGIBWF
- 16: TYWTPRWO
- 17: IYRNPML
- 18: YYELOEIO
- 19: NNMPIRRE
- 20: **No Code**



SONIC THE HEDGEHOG

- SEGA

SEGA
MEGA DRIVE

To make Sonic invincible from the intro screen, press **C, Up, C, Down, C, Left, C, Right, Start** and then quickly hold down **A** and press **Start**.

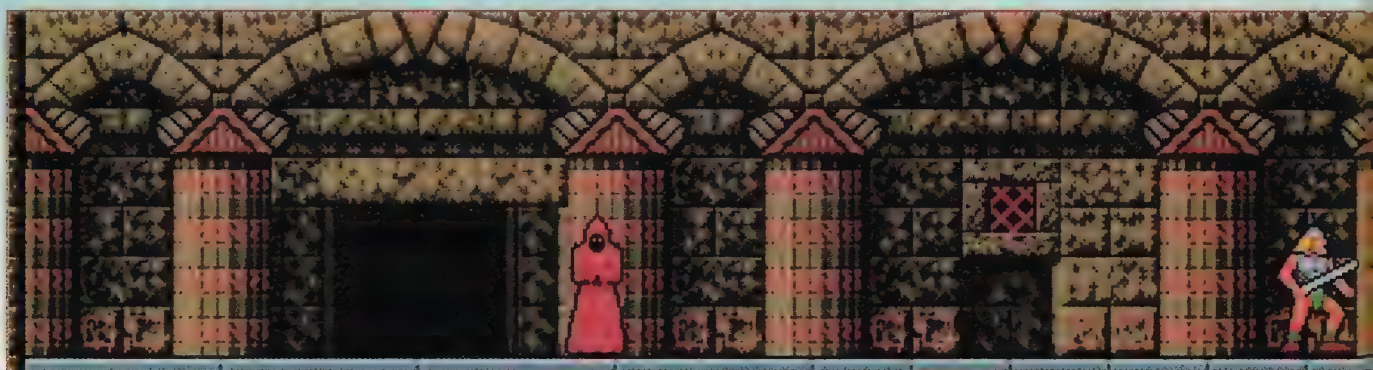
Also, Mr Brown, who sent this in, says that holding down **B** and then **A** will change Sonic into different things... weird huh? Heaven knows whether it works or not, but someone's swiped our copy of Sonic (again!) so we couldn't try it out.

Enjoy our last instalment of the Barbarian 2 guide? This time we'll roam about the village and inside the castle, two fairly difficult sections to master...

PART TWO



Level 4 - The



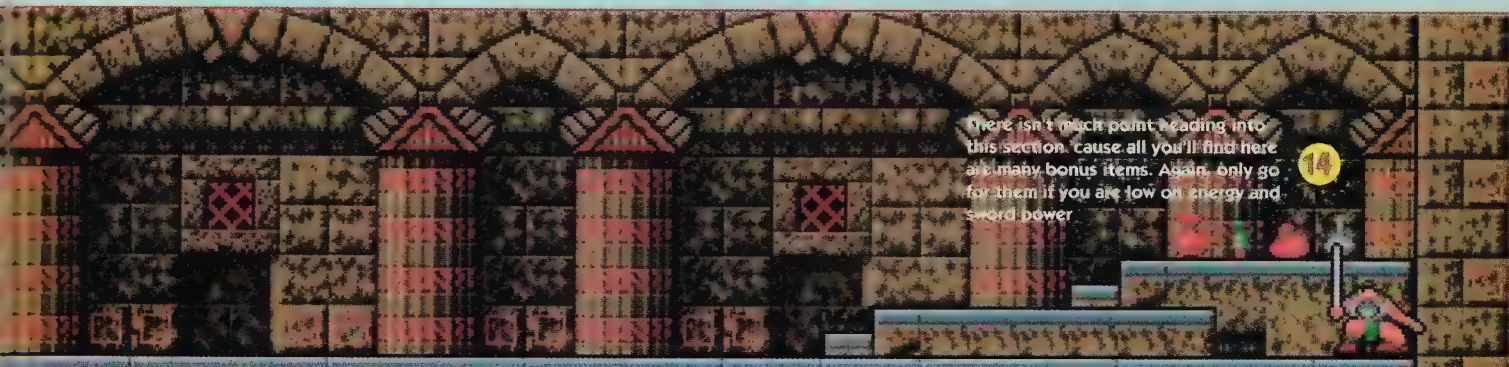
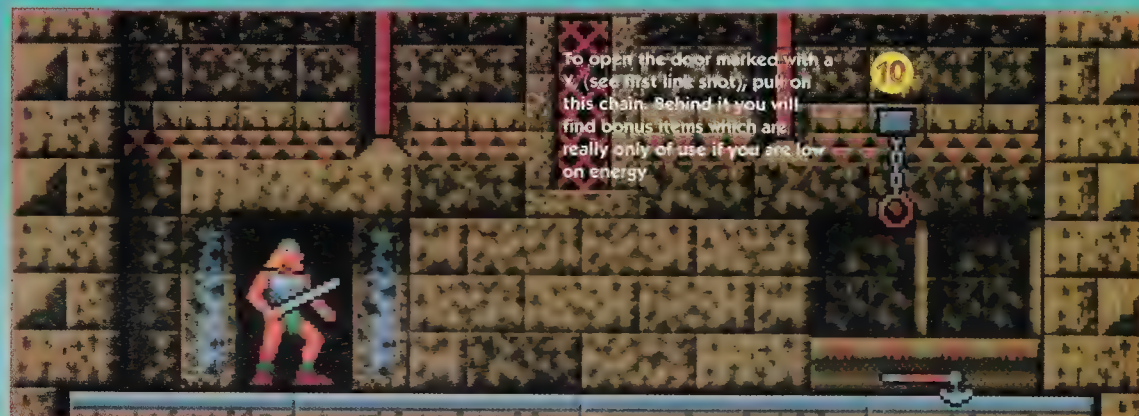
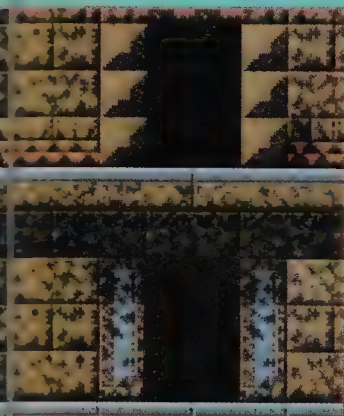
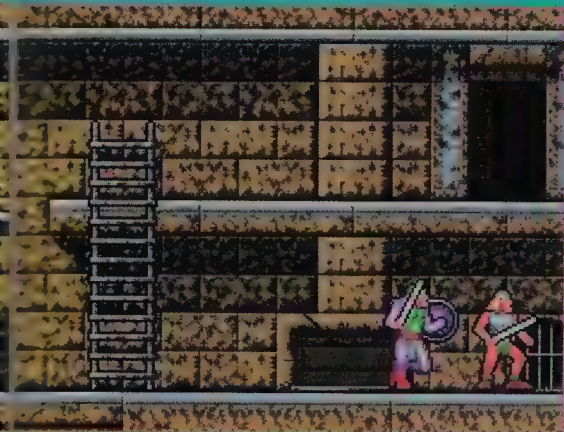
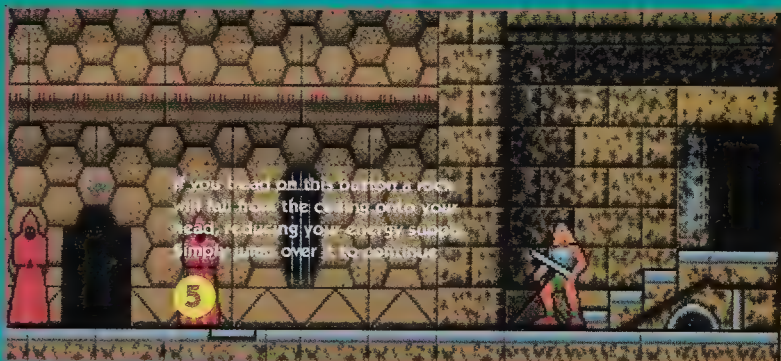
Castle

1 As soon as you enter the castle you'll encounter a puzzle. You must pull the chains in the right order: far left, middle of three, far right, and the left of the three

2 Don't stand on this floor pad; if you do an automatic crossbow rises from the floor and fires at you. The arrows can be avoided but you're better off without them

3 This looks like a normal passage but there are many hidden conveyor belts and swinging maces to negotiate. Jump or roll constantly to advance safely

4 Pulling this chain here will open the door marked with an X, thus allowing you to enter a new section of the level



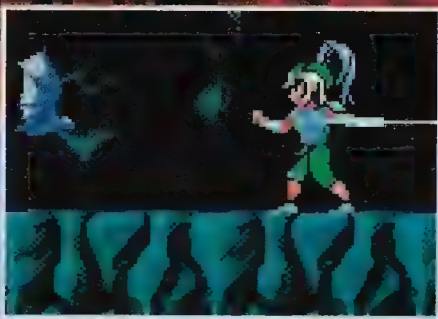
The purpose of the following guide is to assist the novice Captain of the Guard in his or her mission. The biggest problem for such a beginner is establishing the best method of avoiding or destroying the meanies. What follows should be of some considerable aid...



HELL HOUNDS

From level 1.4 onwards the forces of darkness will use highly trained hell hounds to hunt down and murder the hapless Leander. These terrifying mutts move backwards and forwards along a single platform and are quite difficult to kill unless you have a decent weapon.

Your best bet is to chase them and then jump over them as they turn around. That way you should get a good run before they turn around again.

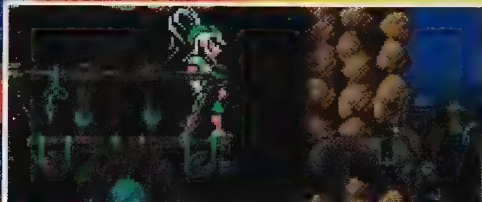


BATS

Initially you will find these to be a pestering nuisance. They are best dealt with by using patience and anticipation. Hold still and swing your sword when they are a reasonable distance from you. The bats should fly into your deadly blade and perish. If in doubt keep swinging!

HORSE AND CART

Not so much a problem, more a necessity which cannot be ignored. You must ride the cart all the way to the far eastern part of level 1.2 and jump from the trailer to the lowest step on the wall. Without the help of your four-legged friend you will not be able to reach the steps and thus find the crown.



GUARDS

The most common of all Leander baddies are the guards who purposefully plod up and down small areas of platform. At regular intervals they will stop and prod their big spiky thing back and forth and then continue on their patrol. Their lances are longer than your sword so your best bet is to engage them from behind.

SPECIAL TIPS

REMEMBER: There are NO randomly moving objects with the game. Everything has a pattern which can be learned. Don't worry about staying in one place and just watching what each of the obstacles does.

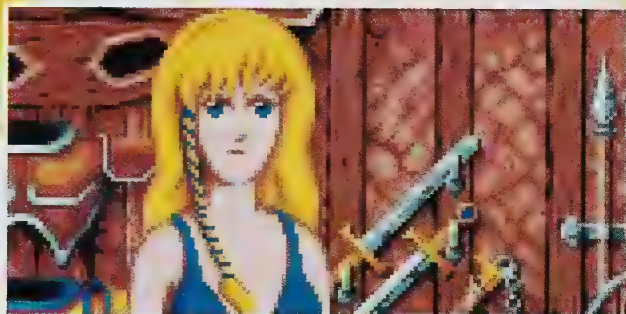
DON'T BE STUPID: If you're clever enough to reach the end-of-level meanies it tells you EXACTLY how to kill them on page 22 of the Leander manual. You therefore don't need me to tell you!

THE SHOP

Level 1.4 gives you your first encounter with the lovely shopkeeper. You can reach the shop by either A) dropping through the bridge and pulling to the left or B) collecting the spider's egg and then stopping by on your way to the exit. Needless to say you should have accumulated a fair sum of dosh by now, so you can get pretty much whatever you like.

Go for the best sword you can. The Tempest Blade or the Force Blades are especially good because they do some major damage. Don't bother getting armour (unless you're pink or green) since there should be enough power-ups lying around within the level.

If you have any money left spend all of it on rune bombs because they will help charge up your weapons.



ARCHERS

Initially these are a pain in the backside but they are easily avoided. They fire their arrows at waist level, so you'll have to jump over them if one is fired.

As with the guards they are best engaged from behind but they are fairly slow so you can pounce on one if you're lucky!



DRAGON

Found in the lower section of the cave in level 1.3 the only sensible way to go about killing the dragon is to use the suicide weapon. Crouch and charge up, letting the weapon loose before the dragon advances on you. When the beast dies he will always leave behind a 1UP icon



ROCKS

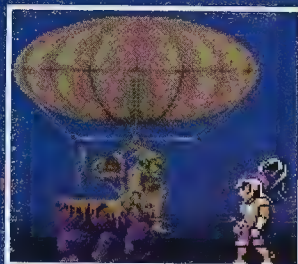
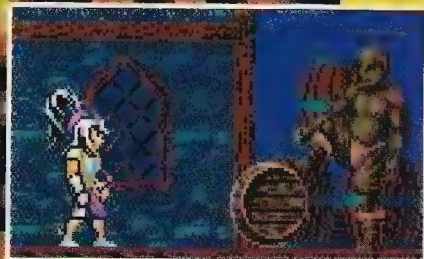
Found in the cave of level 1.2 you will discover that the only problem these need cause is that they slow you down. Careful movement (as with some of the spiky things in the game) will ensure that you don't get splattered!

The rocks in the cave level move uniformly enough for you to learn the pattern and thus advance quickly.

Basically you can assume that the level will progress thus: Rock on chain, boulder on chain, rock on chain...

BARRELS

Level 1.5 sees the arrival of the barrel-pushing giants. These roll the offending barrels along the platforms à la Donkey Kong and they can be easily destroyed. Follow the barrels to their source and chop the offending meany! It's as easy as that. If you can play any of the Mario games you won't have any problems here!



BALLOONS

More hazards appear in level 1.4 and these take on the form of slow moving aerial assailants. The elven pilots will invariably drop stones on you so your best bet is simply to keep out of the way.

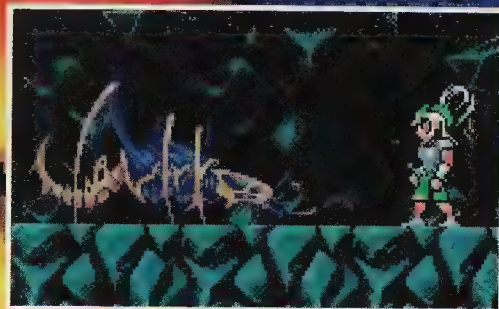
If you feel the need for blood however, engage the little critters from behind. A good blow with a decent chopper should eradicate them!



FALLING ROCKS

Found just after the horse and cart of level 1.2, these rocks fall only within the confines of the steps and they usually only land in pairs.

Your best tactic is to move very quickly and to swipe out at the more wildly moving boulder of the pair. If you lose a level of armour, use the following moment of invulnerability wisely!



SPIDERS

In the caves of level 1.3 you will find the armies of spiders that guard the path to the spider's egg. They are only vulnerable in a single spot and that is their tail. You must wait in a suitable spot for the eight-legged monstrosities to turn around and then chase after them. A few well aimed swipes will abolish them utterly!

A LEPER, CUP IN HAND

I have a few questions for you.

1: In issue 10 of Games-X you sent David Cockram £100 of Amiga software. Did he pay for it?

2: If he didn't could you send me a Mega Drive with £200 of software?

Jared Houghton, Rochdale.

Dr X: I've got to hand it to you, Jared, you certainly don't sell yourself short. I would send the stuff to you, unfortunately you forgot the magic word, 'please' - so you for one won't get anything.



Nick 'Scoop' Clarkson proudly showing off Jared's Mega Drive and a cheque for £200. Funny, he soon dashed off muttering something about "pleasing the bank manager". The mind boggles!

As for David Cockram, he whom I had to tell to 'go away' recently, no he certainly didn't receive £100 worth of software, and if you'd ever learnt to read Jared, you would have seen that in the caption. What are you? Illiterate or something?

HI JACK! HOW'S THINGS?

Please help me. I purchased Police Quest 2 ages ago but I am stuck on the plane with the hijackers. If I try to do anything I either get shot or shoot the stewardess. I hope you can help because you're the best.
Butch, A Kennel, Margate.

Dr X: What kind of name is Butch? You must have looked a real dog as a baby. Either that, or you have pretensions about being a macho man.

As for defeating the 'skyjackers', as the yanks like to call them, you have to adjust the sights on your weapon back at the station.



Outside the airport, before boarding a plane, don't forget the green cross code. I did, and here's the result, splashed on the road. Before returning here to deal with the hijackers don't forget to realign your gun sights

If you remember, you dived to avoid the gunfire at the motel and this, if you paid attention, knocked the sights out of alignment. Now you have the simple task of defusing a bomb - you've gotta laugh!

SPACE QUEST QUIBBLES

Prepare for some serious a**e licking. Please... (x212, count 'em! - X) can you tell me how to kill Orat on Space Quest 1? I've tried everything, I think!



X, Games-X, Infected Europa House, Adlington Park, Macclesfield SK10 4NP.

PS. I think your mag is brill and I don't buy any others because I know they in no way bear comparison with yours!!

Yours extremely sore tongued,
Tom Olliver, Andover.

Dr X: What you tried to do is wholly unethical and besides, it's totally unhygienic. As a doctor I strongly recommend you not to try it again, and don't waste so much paper. However, as I am such a dedicated green I've decided to recycled it into balls to throw at Alex's basketball basket.

Anyway, you can kill Orat by one of two methods. Either lead the robot spider into the cave and throw things at him, or you can throw the water flask to him and see what happens. So easy I bet you're slapping your forehead in shame

HOW TO GET IN A 69

Please, please can you help me on Leisure Suit Larry 3 on the PC. I have got the spa keycard and have found our locker (#69), but I don't know the combination.

Please help because this is one of my favourite games.

M Thomas, Newbury.

...I have tried typing in #, 6, 9 for the combination, but it doesn't accept # as a number, so I can't get into the locker. Please solve my problem and also why did Suzi write some businesses on the back of her card?

I am tearing my hair out! I know you can



Here we see the Games-X man of leisure, Brian. Specially for you, he has abandoned his normal relaxed poise and has taken the guise of Larry, proudly showing how to get into #69, the locker that is

DrX

I've got a blocked up nose, it's late, I'm not happy and I've got to answer your weedy worries. You don't know how lucky you are! I suppose I'd better reply to some, but don't expect miracles. Another irritant is those people still grovelling for games, equipment and T-shirts. I don't mind, but please try to show some wit and imagination in your beggings, 'cause you won't get any otherwise. Send in your pitiful problems, to: 'He with red conk', Dr

help because you're brilliant (grovel, grovel).
PS. Your mag is brill.

Mark Morriss, Crawley.

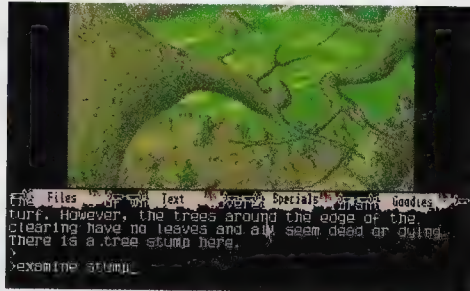
Dr X: You both seem to have missed the gist of the combination. Since when were locker combinations the same as the number of the locker, Mark? I hope you have the original game packaging, or else you're stuck, and I can't and won't help you.

The list of different businesses on the back of the card is the key. Simply make a note of them all, and have a look through your game manual. The businesses are listed in here, so simply write down the page number for the different ads, put these together and you can get into the locker, no problem. If you haven't got the packaging, tough. Go buy the game.

HARD CORE PAWN

Basically, I can get into the castle by showing the note, and get kicked out by the King. I also have given the melted ice (water! - X) to the Guru. That's it. Help!
Duncan Leckey, Leeds.

Dr X: Pawn is truly a classic adventure game and, seeing as you're stuck so early in the game, I'll deign to help you. Show true human compassion and steal the bald chap's dinner, then head to the forest. You should then find a bag of jewels - this only appears after you have given the Guru a drink, and not before.



Here's a picture of the place you've got to visit to get the pouch of jewels. Don't forget, you can't find them without first dealing with baldy

Easy really, it sounds like you're a true novice to adventures, but if you stick at it, it's well worth playing Pawn. As a waffley aside, our Ferg has his own currency here in Korovnia, with his picture and name on them. Fame at last, but that's by the by.

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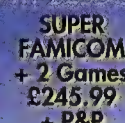
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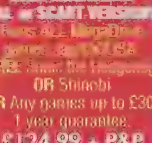
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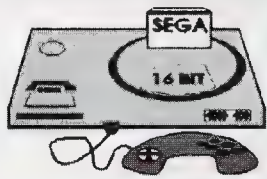


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• Atari Lynx for sale. 4 games inc. Zolor, Ninja Gaiden, Rygar, Klax. New machine (2) all boxed as new for only £110 ono. Must sell quick need money for Amiga. Tel Stapleford 223163.

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MISC.

* Sega Megadrive games - John Maddens £25, Wrestle Wars £22: Lynx Games - Chequered Flag £21, Xenophobe £16: Game Gear games - Mickey Mouse £16, Super Monaco £11. Tel: (081) 909-1755 (Harrow, Middx)

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• Arcade soundtracks, some on CD but mainly on tape. Stuff includes Street Fighter II, original and remixes, most Sega games. SAE to Nicky Lee, 20 Fairway, Princes, Risborough, Bucks.

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• WANTED, Atari Lynx software, will buy or exchange for Atari ST software. Ninja Gaiden especially! Write to: 70 Stucley Road, Bideford, North Devon, EX39 3EQ. Ring Andrew on (0237) 477365.

• WANTED, for C64 Disk or cass. Kennedy Approach. State price to Patrick Kierans, 66 Newfield Estate, Drogheda, Co. Louth, Ireland.

• WANTED, NES world Wrestling £10 offered. Sale: Psion Organiser II. Model XP with games pack, £80 or swap for Master System and games. Tel: Martin (0432) 267933 after 6pm.

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NINTENDO

• Gameboy boxed plus WWF, Turtles, World cup, Lightboy, hard case, play and go case £120. All as new, will separate. Ask for Simon (0727) 874150 (St. Albans)

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SINCLAIR

• For sale, Spectrum +2a with all leads, manual, 4 books, 25+ mags, 100+ games, 2 joysticks £170. Price includes postage, call Matthew on (Dartford 0322) 275184.

• 48k Spectrum, one interface, one joystick, 36 games, 10 mags, with 42 cover tape games, needs tape recorder. £65 Call Burnley 57695 after 4pm. ask for Faisal.

• Spectrum +3 for sale, with mouse, £500 worth of games, £200 worth of magazines, all boxed in good condition. (Genuine reason for sale) Worth £1000, sell £130. Ring Preston (0772) 321916.

• For Sale Spectrum games, all in original cases as new. Three boxed eleven cassettes including Hammerfist and Time Machine. Exchange for Gameboy. Tel: Lee (0241) 79731 after 5pm any evening.

• For sale - Spectrum 128k +2a With 35 games, plus comes with Light Gun. Good condition. Bargain £150. Call after 6pm. Phone Bourne End, Bucks (0628) 527392.

• Spectrum 128+2A for sale. Includes Light Gun, joysticks, games, everything boxed with instructions. All excellent condition, worth £1100, sell for £275. Phone Chris after 4pm please on (0444) 871670.

• For Sale: Spectrum +2, 128k with 100 games, inc Batman, New Zealand Story and Rainbow Island. No copies, Instructions etc. £100. Tel: Shipley (W.Yorks) 597605 after 6:00pm.

* Spectrum +2a. Good condition, joystick, £1000 software inc. Turtles, Narc, Pang, Robocop 1 + 2, Rainbow Islands, Ivans Off-Road. Worth £1200, price £120. Ideal for beginners. Phone Jason on (0790) 52024.

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MINIMAL EXPENSE

PD – PUBLIC DOMAIN OR PRICELESS DIVERSION?

Welcome to the Public Domain spectacular, the Games-X dose of recession-biting games reviews available for a mere few coppers. They may not be glitzy, they may not be God's gift to gamedom, but they're cheap and cheerful. So, why not shop around and see what gems you can uncover.

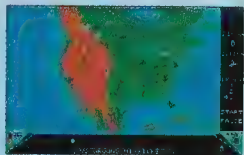
RED ALERT MERTON PD CATALOGUE DISK

A strategy-type game with a certain amount of arcade action is the best, and only, way to describe Red Alert. Western Europe or the United States, according to your decided game option, is about to be destroyed by some heartless Reds from the East.

Your task comprises of shooting down and destroying all incoming missiles via lasers or other missiles from your silos.

You actually decide where to place your major cities, protective laser bases, and also missile silos. Then, click on start and the action begins, and frenetic it certainly is.

Using your mouse, shoot down the missiles, preferably over enemy territory while protecting your own cities. It's a bit like Missile Command on a map. Fun for a while, but boring in the long run.



X-RATING: XXX

TREASURE ISLAND ST ADVENTURER'S PD LIBRARY

Adventures have always graced the PD libraries with a massive difference in quality and enjoyment. Under the original name of Treasure Island this, a Zenobi Licencewear product, turns out to be a pure text adventure in the original vein.

The aim of the game is to beat some ruffians to the treasure buried away somewhere on the island. You begin completely in the dark, unsure of what you're supposed to be doing. However, as you progress further, the storyline unfolds at a blistering pace.

As games go, this looks and feels remarkably dated. However, pure text adventures succeed in creating both a better atmosphere and imagination prompting than other forms of games.

If you've never played one before, stray no further than to give this a go.

X-RATING: XXXX

8-BALL POOL MERTON PD CATALOGUE DISK

There have been a fair few mini pool games gracing the PD library in the past, and this one turns out to be a pleasant diversion. Based on the classic American eight ball pool, it has subtle differences from the one you see in pubs.

Basically, you shoot the white ball at a mixture of either striped or spotted coloured balls. Aiming and powering the shot is done by simply moving the mouse to line up the cue and then the left mouse button strikes the cue ball.

Different speeds may be achieved by pulling the mouse further away for more power, or by pressing the right mouse button to really whack the



balls away at four times the normal speed. Such features as dealing with balls flying off the table can be adapted before the game commences.

Graphics are OK but tend to be a trifle jerky when you hit too hard. With two-player options and a practice mode, this does much to grab, and hold, your attention.

X-RATING: XXXX

DRAGON'S TOWER MERTON PDL

A bizarre little game this, with a gameplay of massive variety. One minute it appears rather slick and professional, but the next it looks really rather dire.

Dragon's Tower is basically a platform game in which you have to collect a series of keys while avoiding all manner of nasties which pop out to greet you.

As you progress though you'll be able to collect more exciting objects to make you one heck of a mean, leaping, fighting machine.

Despite the pretty but simplistic graphics, the scrolling is of a dubious quality. The gameplay is awkward



because of this, so when you think you're safe, one leap leads you straight into the path of a nasty, and it's darned near impossible to get away from.

All in all this is pretty enjoyable. Despite a few foibles, it's a decent and playable little number.

X-RATING: XXX

GRAVITAS SEVENTEEN BIT SOFTWARE

Remember the old lunar lander programs? Landing a space craft on an alien landscape without blowing up? Well, here's an Amiga conversion. The ship is the same vectorised



triangle but the game is awkward as sin to initially get to grips with. However, as with the original, it has a certain amount of addictiveness which will surprise you.

As a game, Gravitas is a classic PD program, not too pretty and none too professional. However, it plays well enough to be a worthy member of the 'belong to my PD library' mode and is certainly worth a look, if only to gloat on just how far computer programs have come along.

X-RATING: XXX

STREET TALK

PACMANIA CHALLENGE

THIS WEEK'S WINNER AT CASTLE COMPUTERS IN LANCASTER



David Robb (11)

1st – I don't know how I managed to win the challenge because I've never played the game before in my life! I think that my performance was very, very good! Not that I'm modest! I own a Nintendo and my favourite game is Shadow Warriors which I think is really good to play. I watch Gamesmaster all the time and think that it is brilliant.

In my spare time I like to hang around with my mates and watch films. I've got Sky and tend to be glued to it for long intervals. My favourite film is Terminator 2 – excellent. I'm a big football fan and support Spurs.

PACMANIA HALL OF FAME

1. Tariq Abdu.....80,040
2. Robert Mottershead.....78,260
3. Kevin Fulcher.....78,110
4. Anthony Widdowson.....72,360
5. Gavin Wheale70,260
6. Alan Rayner69,340
7. Neil Stevens69,260
8. Mark Smith67,220
9. David Robb.....65,860
10. Damian Marshall63,920

On a cold January day we visit Castle Computers in Lancaster, (not to mention doing a good impression of an ice sculpture at the station!) for the final of the Pacmania challenge. Next week the winner will be announced at Software City in Walsall.

Daniel Bannon (11)

I've not played Pacmania before but I have played Pacland and Pacman. Even so I'd say that my performance was quite rubbish. I own a Nintendo which I enjoy playing on in my spare time, my favourite game is Burai Fighter.



I watch Gamesmaster on TV sometimes and think that it is alright. Of course Games-X is better and I buy it every week. I like the helpline section, Dr X I think it's called. I enjoy listening to music and like Hammer and Vanilla Ice the best.

Ian Walker (11)

My performance was terrible in Pacman, I'm gutted! I own a Sega Master System 2, and I might buy the game now 'cause I think it's quite good.

When I'm not playing computer games I just hang around town looking at things and going to the pictures. I've just seen Blame it on the Bellboy which was stupid and really boring too. I also listen to music and MC Hammer is my favourite.



Terry Ramsbottom (15)

Although I own a ZX81 I'm currently saving up for a Mega Drive after seeing Sonic. My fave game is Master Chess primarily because it is the only one I've got, but I like playing WWF in the arcades.

I like to watch films and the best I've seen recently has got to be Bill & Ted's Bogus Journey which is excellent. The music I enjoy is Heavy Metal. My other hobbies include photography, but I'm not very good at it yet.



Paul Connor (24)

My favourite game is EA Hockey which is really good! I own a Sega Mega Drive and I've just bought the Mega CD. I also like Ernest Evans but I've only had it for a few days so I can't offer a full judgement on it yet.

I'll listen to any type of music, I'm not at all bothered what and I also like to watch football, I support Liverpool. My fave film is Terminator 2. I rate my performance on Pacmania like I rate the game, not very good! But then again I've never played it before so you can't expect too much!

Ben Gifford (8)

2nd – The machine I play on is a Master System and my favourite game is Populous. I think that I have done very well on Pacmania and I hope that no one beats it! I do watch Gamesmaster and I think that it is good, my favourite bit is definitely the tips section.



I also like to watch films and my favourite is Gremlins 2 which is really funny. I only listen to music occasionally but I do like drawing in my free time.

David Roberts (16)

3rd – On my Amiga First Samurai has to be my favourite game while Mercs on my Sega Mega Drive comes out tops. I have watched Gamesmaster a few times and it's OK up to a certain point but I find it pretty boring because there are only three challenges and they don't do much on them.



In my spare time I like to play football, go swimming, anything really! The football team I support is Manchester United – the best!

I love to watch a lot of films and the latest one I've seen is Predator 2 which was pretty good; it's just a shame that you didn't see many predators in it! I'll listen to any type of music, I'm not fussy!

SHOP TALK

The ones that sold the most

Dave Mannering (Shop Manager)

The computer games software market, I think, is one of those that is setting the trend. Although our sales have been up enormously this year there are problems which need ironing out, one such being the availability of stock.

The most popular machine at the moment is the Sega Mega Drive with the Amiga close behind, thanks to the Cartoon Classics pack! It really has been the year of the console.



The games that are doing well? Sonic and RoboCod on the Mega Drive, not forgetting John Madden '92. On the Amiga, WWF has sold a lot more than anything else and not far behind are Heimdall and Birds of Prey.

- 1.....WWF Wrestlemania
- 2.....John Madden '92
- 3.....Sonic the Hedgehog
- 4....Bart vs Space Mutants
- 5.....Heimdall
- 6.....RoboCod
- 7.....Birds of Prey
- 8.....Microprose Golf
- 9.....Streets of Rage
- 10.....Terminator 2

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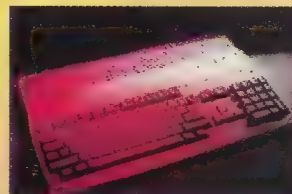
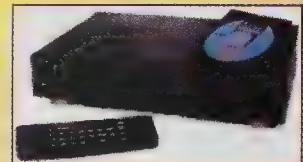
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HEROES OF THE 357TH

The Mustang P-51 could outrun, outgun and outmanoeuvre anything the mighty Luftwaffe could muster.

The USAF pilots of the 357th could get so close to their quarry that they could see the whites of the enemy pilots' eyes as the fierce 20mm machine cannons crackled, ripping the fuselage to pieces.

Then the Mustang could turn on a sixpence, open the throttle, and tear off into the clouds to wait, like a hornet around a sloth, for another lumbering Heinkel.

A combination of advanced aviation, relative to the era, combined with the most experienced USAF pilots, made the 357th the most famous, respected and feared US squadron in operation in Britain during World War II.

A HARD DAY'S WORK

British squadrons such as the 633 were known for one big successful operation, but the 357th faced a daily duel against Himmler's harpies while attacking bomb squadrons.

Day after day, week after week, the 357th escorted and protected the great B-17 bombers to and from enemy targets, making the bombing missions a major deciding factor in the subsequent outcome of the war.

With 52 aces on the roster, the 357th clocked up over 700 enemy planes in a remarkably short time.

Naturally, the aircraft in

question, the P-51 Mustang flies considerably slower than, say, the jets in Chuck Yeager.

Since speed was not an important factor, this allowed the team to look at specific aspects of the game in more detail and experiment with bitmap implementation.

In addition to shaded vector graphics, explosions and flack really add to the spectacle of the action, more so during night missions.

The tour of duty begins with an option screen from which any type of mission can be selected in any order.

There are seven to choose which are actually based on real mission scenarios flown by the 357th.

The variety of missions is astounding, perfectly illustrating the versatility of the Mustang and the aircrew.

From escorting US B-17 and B-24 bombers day and night to their targets, strafing enemy airfields, dive-bombing enemy factories to disable arms production, each type of

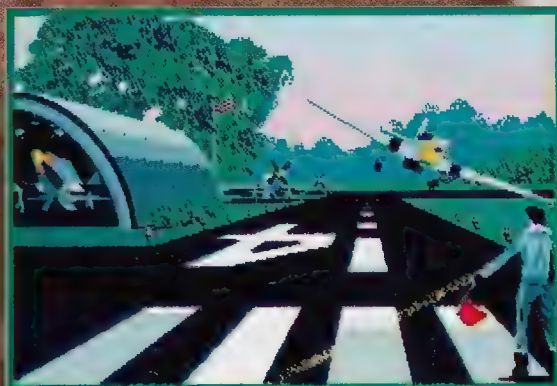
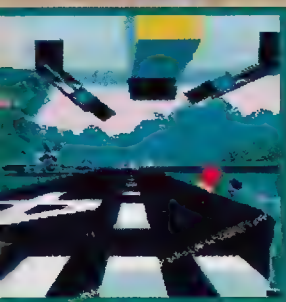


The damaged bomber limped back toward the coast, tracing the grey sea with its underbelly. A returning Heinkel emptied its arsenal into the fuel tanks, then a crackle of cannon fire from a Mustang eliminated the Jackal. In his dapper flying jacket, Jason Spiller checks out Electronic Art's excellent flight sim 357th.

Sneaky Peek



The alarm is raised and within seconds you're in the familiar surroundings of what appears to be a conventional World War



mission requires different skills and presents a variety of obstacles.

But whichever mission is selected you are treated to a cinematic pre-flight briefing which highlights objectives and also makes recommendations to consider.

TAKING OVER THE SKIES

The Mustang is best remembered for the speed in which it could become operational to prevent such imminent disasters as an incoming doodle-bug or V-1 Buzz Bomb.

It's worryingly Spartan in the cockpit though, with an instrumentation layout that simply comprises of an altimeter, horizon, compass, air attitude, speedometer and two fuel gauges, with a choice of mouse, joystick and keyboard control.

Once in the air the Mustang handles very nicely, thanks to the scroll engine and some thoroughly realistic detail, best appreciated in low flight missions.

Weaponry is good to use and with a Soundcard in the PC you can almost feel the controls shake as the 20mm cannon spits venom and fire.

In the heat of the action it's hard to take in the whole spectacle, but at the touch of a button a handy replay film will show the action.

All in all the technology perfected in Chuck Yeager makes 357th a truly realistic simulation.

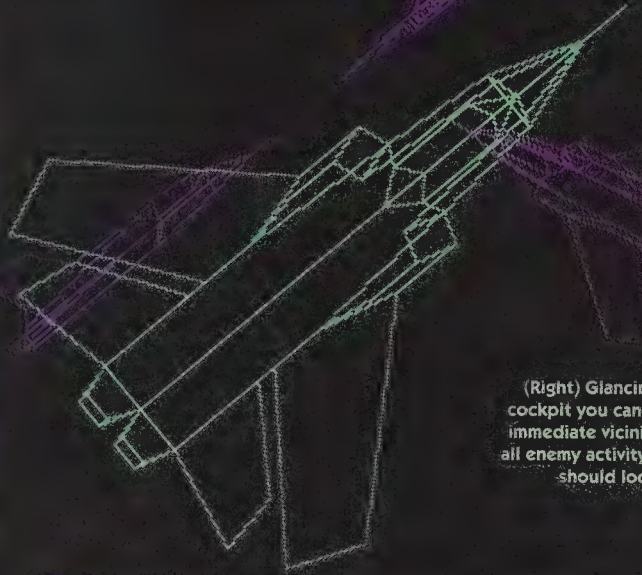
Additionally, reproduction of the era, plus the exciting and heroic missions are enhanced by some beautiful incidental screens which really set the scene.

357th, published by Electronic Arts, will be available in March on PC, minimum 640K, with an Amiga version expected in the autumn.



Maps, directional instruction and film footage are all designed to fully brief you on the operation, with your complete objective, through a series of operations, being to gain air superiority

AIR SUPPORT



(Right) Glancing out of the cockpit you can see that the immediate vicinity is clear of all enemy activity. Maybe you should look elsewhere

The world has become a hostile arena in which man vents his anger on fellow man. Long forgotten are the archaic instruments of wars gone by; knives and swords, guns and bullets now gather dust in museums as groups of school children shuffle idly by.

Nowadays the toys of war are highly sophisticated, computer-aided, killing machines. However, besides being deadly, they also cost a small fortune.

During the years between 2015 and 2030 the Military SimTech Command grew from a small, top secret, research department into the army's largest wing.

Its team of employees grew to over 50,000 prospective technicians and Defence Complex commanders.

You enter as one of the elite troops that has been enrolled at the Military SimTech Command, a high security nerve centre where gifted warriors may practise the brutal art of war without the cost and destruction it usually involves.

With the aid of state-of-the-art computers, SimTech Command can emulate lifelike battle conditions in a simulated pixel world.

Moreover, the devastating effects wars have been producing on both the planet

and economic climate have now changed the way that nations decide to settle their disputes.

No longer are countless lives lost unnecessarily, for now disagreements are settled via the use of simulated warfare.

A GREEN OUTLOOK

As one of the new recruits you must first prove your skills by successfully completing a series of training missions.

These range from simple objectives, such as destroying a single enemy unit, to more complex and challenging goals, maybe defending your own base while launching an all-out attack on an enemy installation.

This new style of global warfare requires less brute force and more strategic thinking. Trainees are taken on at the rate of one thousand a year and the Military SimTech Command only passes 100 recruits.

This top 10 per cent continue to undergo further training and may be called upon at any given moment to take up arms against a rival nation.



The question remains though, have you really got what it takes to be a mighty Military SimTech commander?

LIFE IN THE FAST LANE

Demerits are awarded for slow and sloppy work and expulsions are continually being made against a poor success rate. Only the most skilled and gifted ever win through.

Air Support is the latest from top software publisher, Psygnosis. Programmed by Alaric Binnie, the game is a complex war simulation which sees you

taking command of a complete defence system.

Pitted against the computer your overall aim is to purge the enemy's installations, taking the land for yourself.

Be warned though, in order to achieve your goal you will need to plan your attack very carefully indeed.

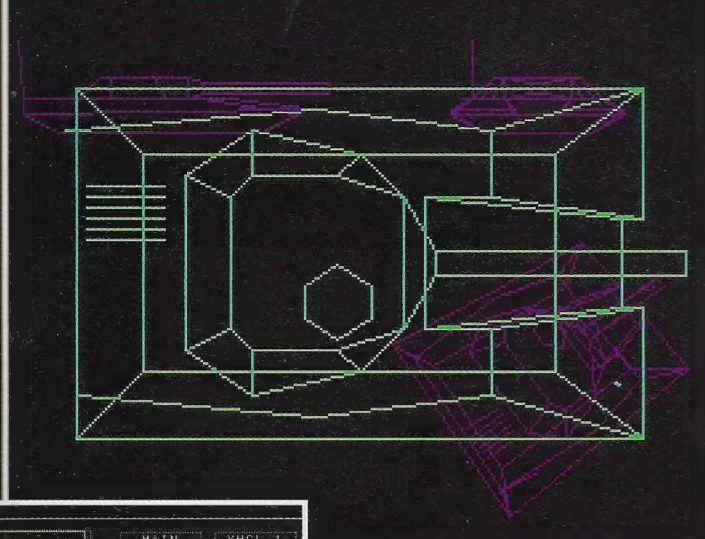
Not only will it require strategic thought but you'll also have to use your skills as a pilot as you manoeuvre your vehicles into position.

All manner of craft are available to you to do with as

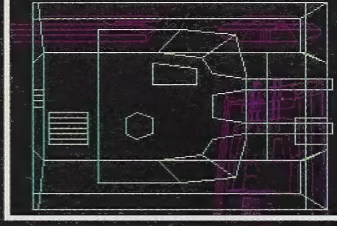
Sneaky Peek



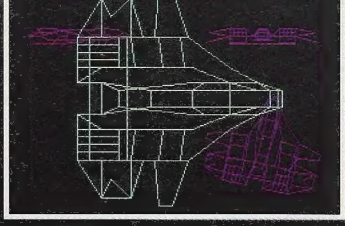
ENEMY MAIN BATTLE TANK



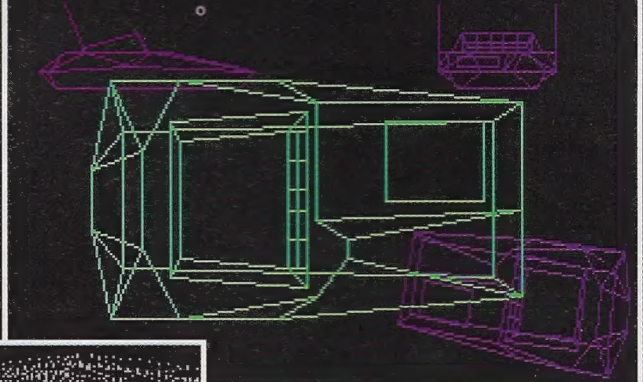
YOUR MAIN BATTLE TANK



YOUR COMMAND SHIP

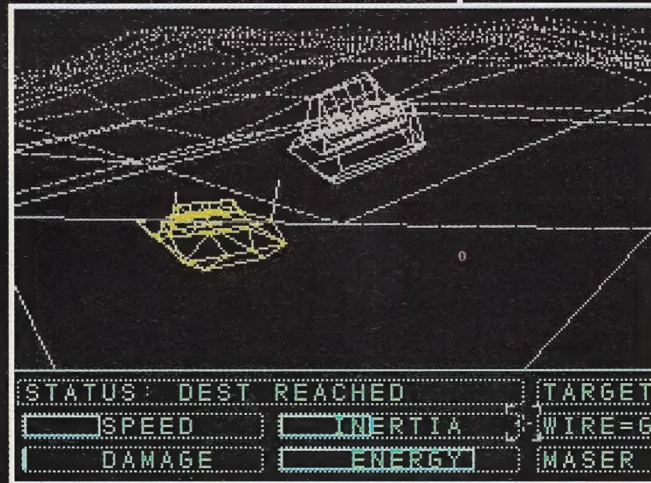
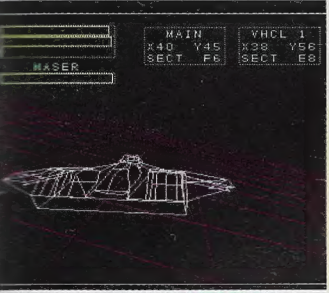


ENEMY MISSILE LAUNCHER



One of the more formidable opponents you're likely to encounter is this slow but heavily armed tank

(Above) An impressive arsenal is open to both sides. Plan which craft you wish to deploy and structure your battle strategies accordingly



(Above) The place is swarming with enemy hardware. Tanks are everywhere and you should seriously think about defending your base from a continuous onslaught

(Right) If you're not careful the enemy will soon start encroaching on your turf. Send up a couple of interceptors and show them who's boss



you wish, from heavy ground tanks to short-range tactical bombers, you must understand them all.

Visually, Air Support is very complex. The out of cockpit views feature an amazing wire-frame landscape.

However, the piece de resistance lies in the 3D option. Just by donning a pair of 3D spectacles the game suddenly comes to life.

Psygnosis' Air Support will be available initially on the Amiga around Easter time and will cost £25.99.

CLASSIFIED ADVERTS

This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, computers, etc. that you don't need or want any more.

We do not accept adverts for software formats (sales or swaps) that are copyable - that means disks and cassettes, and no trade ads either!

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• Atari Lynx 2 includes mains adaptor, link-up cable and 2 great games - Stun Runner and California Games. Everything boxed and with instructions. V.G.C. Only £99. Phone Laurenz on (0823) 256770.

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• Nintendo Super Famicom PAL, plus six top games. Swap for Mega Drive and games or Amiga and games. Phone (0352) 715377 after 5:00pm ask for Gary.

• Atari Lynx for sale with two games. Unwanted prize, £70. All boxed. Write to: Simon Law, 88 High Street, Crediton, Devon, EX173LB. Also PC Engine games PC Kid2 £25

• Spectrum +2, 100 games including Batman, Robocop etc. £75 ono. Tel: (0702) 617745.

 **Uncle X's phone makes a kind of beeping noise, so write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**



NINJA CAT

Firstly, stop being so nasty to Dr X before I send my Ninja cat around. Secondly, is it true that Final Fight won't work on the Amiga Plus? Finally, all my classmates promise to buy Games-X if you send me a GX T-shirt.

PS Why weren't you included in the New Year's Honours List?

Gareth Hodgins, Abergavenny, Gwent.

Oh, shut up. The guy deserves to be given a hard time, he's a miserable, cantankerous old devil. As far as we know Final Fight will run on the Plus.

As for the New Year's Honours List, who needs public recognition! Anyway, send in a photo of all your classmates, each with a copy of the mag, and a T-shirt is yours.

MASTER OF ALL SYSTEMS

Yo dudes! My name's Funky. I think your magazine is the best and cheapest around. I say this because I am one of your major fans; when I buy my GX, over five people read it. That's how popular it is where I live. (Tell 'em to buy their own copies - Unc).

I am writing to tell you that I got a Sega Master System for Christmas and I think it is brilliant. I have got seven games now and my favourite game is

Sonic, it must be the best Sega platform product ever. I think Sonic is so good because of its brilliant presentation and excellent graphics.

I have just three questions for you.

1. When will Pitfighter be coming out on the Master System?
2. Will there be a Quickjoy foot pedal coming out on the Sega?
3. When will the Game Genie be coming out for the Sega?

Funky, Thirsk, North Yorkshire.

Great taste in games, shame about your nickname.

1. It looks likely to be mid '92.
2. As of yet there are no definite plans, it all depends on the manufacturers.
3. It's expected in this country in March.

BUT WHY?

I am 11 years old and I have tried to join Club Nintendo, but I don't know how to. It sounds ace so I was wondering if you could help me. So could you tell me how to join? If you have to fill in a form or something like that could you send it to me please? I own a Spectrum and could I have all of the team's autographs?

Kevin Bowen, Arbroath, Scotland.

You've got me puzzled here Kev. Well, Club Nintendo is for Game Boy and NES owners. And as far as I know there are no plans for a Spectrum page in the mag! So, why on earth do you want to join, apart from the hours of drooling involved?

If you're still interested, there's an application form included with all Nintendo hardware and software.

IMMINENT IMPORT

After reading the exciting news in issue 34 about the Super NES reaching our shores by spring I suddenly became very

interested in the machine. So could you please answer my questions?

1. Can you play NES games on it?
2. If you can't is there an adapter and how much does it cost?
3. Will Mario 5 be coming out on the Super NES CD Rom?
4. Do you know what month the Super NES will be out?
5. Will the English Super NES play American Super NES games, or will you need an adapter?
6. Will things like the Power Glove work on the Super NES?

Thanks for answering my questions and keep up the good work.

Joel, London.

The software for the NES isn't compatible with the SNES, and there isn't an adapter either. As for its arrival, well the latest rumour to reach the office is that it will be here sometime towards the end of April.

You will be able to play American carts on the Super NES but an adapter will be needed to run Japanese games. As for the Power Glove, well I'm afraid that it won't work either.

WHAT A NICE MAN

For Christmas Father Christmas bought me an Amiga 500+. After playing Hard Drivin' at my local arcade I thought I would buy this game for my Amiga. I heard that Hard Drivin' was rubbish and Hard Drivin' 2 would not work on the Plus.

So, when will Race Drivin' be released and will it work on the Plus?

Phil Davis, Wirral.

Race Drivin' should hopefully be released sometime in the next few months and almost definitely will be compatible.

GOOD OL' ARCHIE

I would like to ask you a few questions (Take it away Rob - Unc).

1. I got an Atari Lynx for my birthday and I'd like to know which are the best five games. I like any sort of game.
2. Why don't you review any Archimedes/A3000 games because Krissalis has quite recently bought out some brilliant games like Lemmings, Man Utd Europe, James Pond etc?

There are also companies like the 4th Dimension who have bought out games like Saloon Cars, Enter the Realm etc, the sound and graphics of which are excellent.

3. I've heard a rumour that there is a magazine just for the Lynx, called something like Lynx User. Is it true? If so where can I get it from? I would be

Name

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grateful if you could answer my questions.

PS The Archimedes is as powerful as the Amiga, ST and Mega Drive, if not more powerful.

PPS Please can I have a T-shirt (size small)?

Robert Tran, Beechwood, Runcorn.

- 1. Warbirds
- Awesome Golf
- Ninja Gaiden
- Viking Child
- Chip's Challenge

2. I agree totally with you regarding the Archimedes. However, when reviewing a game GX looks at the format which is to be released first, a mini review is then included of all the other formats which are also planned.

On the whole at the time of review no plans were in the pipeline for an Archie version, even if one does appear eventually. We do however, try to include any info we can in the news each week. It's all to do with catering for the masses. 3. It's the first I've heard of this mag, and it seems pretty unlikely, there just isn't enough Lynx software being released to enable a monthly mag to be produced. Watch out in Console Connexions though, there are an increasing number of carts becoming available and therefore more reviews for your machine.

MEGA POSERS

I have written this letter to prove a point to some of my so-called friends, so please, please print it.

- 1. Has the Mega Drive got an extension port for a Modem?
- 2. Which machine has better graphics, the Amiga or the Mega Drive?
- 3. Is it possible that in the coming year the price of Sega games will be reduced?

PS I think Games-X is possibly the best mag out.

A person in 8GX, Somewhere.

1. Yes, but it's not yet available in this country, nor have any Japanese imports been sighted by any of the GX team.

2. This all really depends on the type of game you're playing. For example, John Madden looks far better on the Mega

Drive because of the smoother graphics and brighter colours, whereas a game such as Toki can't be bettered on the Amiga. Generally speaking though, there isn't much difference.

3. Unfortunately a drastic price reduction doesn't seem to be in the offing, more so since the games are so expensive to produce. The advent of the Super NES could make a slight difference, but don't hold your breath!

TEAM TALK

Driving game fever has hit the office this week, with two on the Mega Drive and one on the Neo Geo. However, Hugh is a big fan of the, as he puts it, "drivey, drivey" games and once he discovered these gems no one else got a look-in.

Fungus is at his wit's end due to the troublesome phone antics of Simon, one of our multitude of ex-production assistants. Dear old Fungus is now learning to let the phone ring twice before picking it up!



Poor old Alex has been suffering for the last few days with the flu. We are pleased to announce that he is now recovering to his normal, less grumpy self. Unfortunately, he has passed the bug onto Scoop who as a result has been kidnapped by aliens who want to probe his brain for the Anti-Life element.



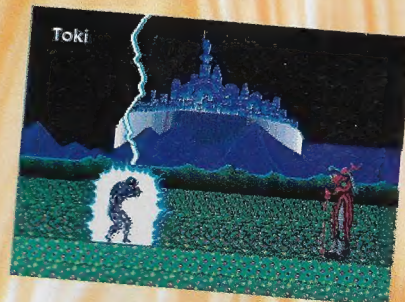
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News Editor (North): Nick Clarkson
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Production Editor: Feargus Carroll
Production Asst: Sharon Greaves
Consoles Editor: Alex Simmons
Staff Writers: John Davison, Brian Sharp, Nick Walkland

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ARTWORK

Art Editors: Jonathan Ross, Jane Gollner
Asst. Art Editor: Rob Sharp
Advertising Artwork: John Fellows

Games-X original concept and design by Hugh Gollner

COMMERCIAL

Group Ad Manager: Nadia Lawlor
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